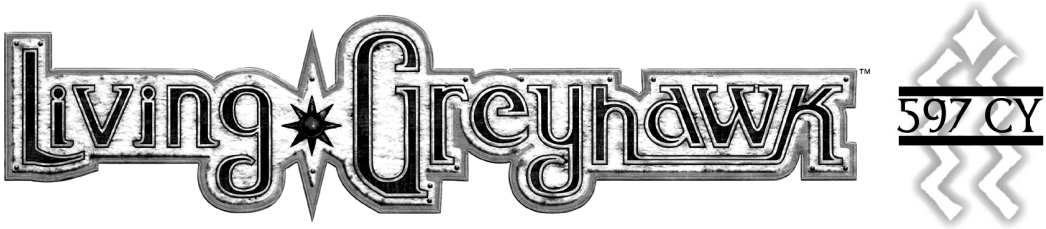
CORS 7-01



City of Brass: The Burning Mansion

High-Level

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Special Adventure

Version 1

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A hero of great renown and her loyal friends have been kidnapped from the Flanaess by a vile efreet Amir and taken to his home in the infamous City of Brass on the Elemental Plane of Fire. Heroes and mercenaries are called upon to liberate those kidnapped before they die a horrible death as slaves of the cruel efreeti. Are you able to face the burning heat of the City of Brass and help a fellow hero? This adventure is divided up into two levels of play (low level and high level); each player may only participate in one of them. A one-round Core Special set in the City of Brass for 1st-15th level characters (APL 2–16).

Resources for this adventure [and the authors of those works] include *Fiendish Codex* I: *Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K Reynolds, Frederiek Weining], *Manual of the Planes* [Jeff Grubb, Bruce R. Cordell, David Noonan], *Monster Manual* II [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monster Manual* III [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	5	6	7
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a one-round Core Special adventure, set in the City of Brass on the Elemental Plane of Fire. All characters pay 2 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Deep within the perilous crags of the Abbor-Alz there lies a place of sanctuary and power. Built by the dwur (dwarves) of Dumadan in the square-towered style beloved by the Oeridians, Castle Karistyne is home to the renowned lady paladin of the same name and her loyal company of retainers. In her quest to rid the Abbor-Alz of evil she has made many enemies, most well known of which is the archmage Rary the Traitor. Despite the power of these enemies, she remained unharmed, protected by many powerful friends, not to mention her own great skill as a paladin. Up until recently that is…

Angered by Karistyne's meddling in his affairs, although mostly by proxy, Rary had not been able to do much about it, preoccupied as he was by other more pressing matters and fearing retribution from her many powerful friends. Not too long ago during one of his visits to the City of Brass in the Elemental Plane of Fire the Grand Sultan, ruler of all efreeti, offered to remove one of Rary's enemies as a gesture of goodwill during negotiations about an alliance. After some consideration Rary elected Karistyne. While there were more tempting targets for such an assassination, Rary realized that most of those would be a bit too much to ask for a mere gesture of goodwill or would have unforeseen consequences he was not yet ready to deal with. So the Grant Sultan gave the Amir Mamoon al-Tayif the task of killing Lady Karistyne.

Neither the Grant Sultan nor Rary realized that Mamoon is a dao (earth genie) spy with a fascination with flames and heat (protected against the heat with the aid of a magical location in his lair). Arrogant, and always assuming that the only dangerous enemy is somebody that has some kind of hold over you, Mamoon came to the conclusion that Karistyne must know something worthwhile about Rary. Seeing how Rary was becoming a force to reckon with at the court of the Grant Sultan, he decided he needed to have that information. Since Mamoon held no true allegiance to the Grant Sultan, and never contemplated any potential allies Karistyne might have, he decided to kidnap her instead and only kill her once he got the knowledge he craved.

It took some time and hard work to lure Karistyne and some of her loyal retainers into a trap, but with the resources of Grant Sultan and the paladin's eagerness to do good, he eventually managed to do so. It proved to be a simple matter of kidnapping her in the middle of what appeared to be a simple fight and whisking her into the Elemental Plane of Fire before her allies could aid her. Unable to know where she was taken to, they could not follow her immediately, requiring them to use several powerful divinations to track her down. Track her down they did, and soon they realized she was held captive in the City of Brass. It didn't take them much time to find allies among the more mundane citizens of that city and to make preparations for her liberation. With most of Karistyne's adventuring companions captured or out of reach, all they have to do now is to gather heroes for the job.

ADVENTURE SUMMARY

CORS7-01 *City of Brass: The Burning Mansion* is a one-round Core special set in the City of Brass on the Elemental Plane of Fire. It is set in the Burning Mansion, a palace of a supposed efreet Amir. It is a relatively straightforward dungeon crawl, except that the inhabitants form a unified defense if the PCs trigger various alarms.

The high-level table's task is to find and liberate Karistyne, to learn why she was kidnapped and, if possible, kill the kidnapper. The adventure consists of two parts. The first part is set in the Burning Mansion itself, where they find a portal. The portal takes them to Mamoon's true lair deep in the Elemental Plane of Earth. It is in this unexpected change of environment where they find both the kidnapped Karistyne and Mamoon himself.

Introduction: While visiting Hardby the PCs are approached by the halfling Thrics, a friend of Tenser, who is looking for able adventurers for a task of great importance. They are asked to liberate the paladin Karistyne from the hands of the efreeti from the City of Brass in the Elemental Plane of Fire, offering gold, glory and/or knowledge depending on what he thinks would entice the PCs to help him.

If the PCs accept the mission, he brings them to the temple of Joramy where her priestesses open a portal to the City of Brass. The portal leads into the cellar of two local allies, an azer smith and a fire gnome alchemist, who provide the PCs with both information and helpful supplies before transporting them (and another group of less powerful adventurers) to Mamoon's mansion where the real adventure starts.

Part I – The Mansion: This part contains a generic description of the mansion as well as details on the individual areas of Mamoon's mansion in the City of Brass. It also details the stationary encounters such as the harem and the trapped portal to Mamoon's real lair in the Elemental Plane of Earth. In the harem Mamoon's four wives also ask for aid, offering their gratitude as a reward.

Part II – and It's Residents: Two groups of three guards consisting of harssaf warriors and a spellcaster (one wizard and one cleric) patrol the sand-filled corridors of the mansion ready for intruders. A gulgar butler wanders throughout the mansion as well, equally alert for intruders and always ready to assist the guards in case of an alarm.

Part III – The Fire's Heart: Mamoon's lair on the Elemental Plane of Earth is detailed in this section. It includes the arrival room with its guards native to the Plane, the prison with Karistyne and its fiendish torturer, the Fountain of the Elements and the private quarters of Mamoon and his right hand the witchknife sorcerer Sturr.

Conclusion: The adventure ends with the PCs returning to Hardby. If they rescued Karistyne (or retrieved her body) they earn Tenser's gratitude, and if they killed Mamoon, his wives pay a visit to express their gratitude. If either failed, there is little the PCs can do except to lick their wounds.

PREPARATION FOR PLAY

While preparing the adventure there are three major subjects to keep in mind.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. All the information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

THE ENVIRONMENT

More information on the Elemental Plane of Fire and the City of Brass can be found in the *Dungeon Master's Guide* page 156. It is especially important to keep in mind that spells and spell-like abilities with the Fire descriptor are enhanced (automatically Maximized and/or Enlarged), while water magic is impeded (requires a DC 20 + spell level Concentration check to function).

The city offers some protection against the worst of the plane's effects, but it is far from hospitable towards creatures without fire resistance of some kind. At the same time it is mildly Evil aligned and good aligned characters suffer a –2 penalty on all Charisma-based checks. The average temperature inside the city is 160° Fahrenheit (70° Celsius) (defined as Extreme Heat in *Sandstorm* page 12) and characters without protection against the heat will suffer.

Unprotected characters take 1d6 points of lethal damage per 10 minutes (no save). In addition, they must make successful Fortitude saving throws (DC 15, +1 per previous check) every 10 minutes or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take –4 penalties on their saves. In addition those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of extreme heat). The damage is considered fire damage.

Any character that suffers nonlethal damage suffers a heat stroke and becomes fatigued. The damage can only be cured once in a cooler region or when cooled down through some other method. Once all the nonlethal damage is removed can the effects of fatigue be removed. The characters are not going to be inside the city long enough to suffer the effects of dehydration.

The *endure elements* spell offers full protection against both the lethal and nonlethal damage and the heat generated by metal armor or personal items (but not from other metal items touched, such as the city's brass walls or its iron cobblestones). Certain alchemical items provided at the start of the adventure can reduce the damage to once every hour or even negate them. These items offer NO protection though against any source of real fire damage.

Note that while the streets and walls of most buildings in the city are searing hot (dealing 1 fire damage per round), the terrain in the gardens of Mamoon is slightly cooler. Unless specifically stated otherwise characters suffer no penalties in addition to those of the Extreme Heat. Specific information of the effects of terrain, such as the magma streams or the glowing red-hot brass walls of the mansion, can be found in the relevant parts of the adventure below.

The second part of the high level event is set on the Elemental Plane of Earth, but the local conditions are different from the most of the Elemental Plane of Earth due to the presence of the Fountain of the Elements. More information can be found at the start of said section.

PAST FAVORS

It is a good idea to check the relationship of the PCs with Karistyne and Tenser before you start running the adventure even though this has little direct impact on events. Do so by asking the players about any favors and disfavors their characters might have with said NPCs. Most of these favors and disfavors are available in "Blight on Bright Sands." but might have been provided through other adventures as well.

Tenser doesn't care about the relationship between the PCs and Karistyne. He needs able adventurers quick, has no idea Rary is behind the kidnapping and just want her rescued. If the PCs dislike Karistyne, he assumes that the promise of loot, adventure, and knowledge should be enough enticement. All such disfavors do is to change the attitude of his agent towards the PCs—cool when the PC has a disfavored status and warmer when the two are clear allies. Karistyne has even less say in the matter, and if rescued she will show gratitude even if begrudgingly if she has had some differences with the PCs in the past.

The relationship with Rary is much less important since his involvement is indirect and absolutely not clear at the start of the adventure. Do not ask about any favors or disfavors the PCs might have with Rary since it alerts the players to any possible connection between Rary and the kidnapping. If the PCs learn of his involvement later during the adventure it might lead to potential conflict, but Rary never directly asked the efreeti to assassinate Karistyne. He just got an offer he did not refuse and since the evidence is slim at best it will not held it against the PCs if they do set her free. It is a setback, but if the PCs provide him with the evidence of Mamoon's betrayal, it is one he is quite willing to forgive. Ultimately it is up to the PCs how they react to the news of his involvement, but since it becomes only clear at the end of the adventure it will has little impact on the actual adventure.

RESTING

Due to the set-up of the adventure it is impossible to rest during the adventure. Once the initial assault is repulsed, Mamoon quickly realizes why the adventurers attacked his estate. He kills Karistyne and alerts the Grand Sultan about the presence of meddlesome outsiders in the city. Very soon the streets are crawling with soldiers forcing the PCs to flee the city or get into direct conflict with the Grand Sultan, a conflict even the highest level characters cannot hope to win.

INTRODUCTION

The adventure starts in Hardby in late winter. The reason for being there is up to the individual player. If the PCs know each other well they could have been traveling together otherwise the PCs are by themselves. Early afternoon each character is approached by a halfling who is urgently looking for adventurers. Don't spend too much time on this section. If they refuse the invitation the adventure is over.

As can be expected late in winter it is a cold wet day with a strong wind blowing from the sea. It has been drizzling for hours and the streets have turned into mud pools. Most people remain inside, but it is never quiet in a port town like Hardby, even in dreary weather like this.

A halfling fellow, tall for his race, approaches you. He seems to be in a hurry, and despite trying to hide it, there is a note of concern and eagerness in his voice.

"Good day, I am looking for some able adventurers, people willing to help me with a dangerous task… for a suitably big reward of course. A friend of mine is in trouble and needs to be rescued. People advised me to talk with you. Interested?"

This is the halfling Thrics, a good friend of Tenser, who has been asked to hire a group of adventurers to help free Karistyne and her retainers from the City of Brass. Characters who have played COR2-08 *Echo* and/or COR6-14 *Clouds of Darkness* might recognize him since he hired them in both adventures.

He is pressed for time, and needs to gather many more adventurers before the start of the evening. He is willing to answer a few quick questions, like his name, who his friend is, that she is kidnapped by an efreet and held captive in the infamous City of Brass. If the PCs have a disfavor with Karistyne, he mentions that he realizes the PC has some differences with her, but the compensation should help overcome any such objections. When the PCs ask more questions, he tells them to visit The Crone's Head just after dinner. He does not want to repeat the story countless times. They can still decide not to accept at that time.

Note that while it might appear that he is approaching random adventurers this is not the case. He did do some background checkups in the limited time he had and with the aid of his Use Magic Device and a *wand of detect evil* he did verify the PC in question was not evil. If PCs have curses or items that make them detect as evil, his gathering of information revealed the cause. He is a bit wary of these PCs but needs their help too badly.

Thrics: male halfling bard 7; NG.

Appearance: Tall with a sun-tanned skin and short curly brown hair. He tends to wear simple practical clothes, trying to blend in with the crowd. He can appear to be a bit nervous since he is always fiddling with something and has difficulty sitting still, but this has more to do with his boundless energy than any nervousness on his part.

Personality: Cheerful and optimistic with a genuine interest in other people and not only for the potential of another story or information that might be interesting to his friend and employer Tenser. He hates violence, preferring to stay clear of any physical conflict.

Assuming the PCs accept the invitation, they can either proceed to the Crone's Head or gather information on Thrics and Karistyne. Some characters might know more beforehand.

Knowledge (arcana):

- **DC 25:** Warnes Starcoat of the Circle of Eight used a halfling agent named Thrics in the past to hire adventurers.
- **DC 30:** Thrics is good friends with the archmage Tenser, a former member of the Circle of Eight who had a fall-out with that august body over moral differences. Tenser accused the Circle of ignoring the plight of the common creatures over the big picture. After his death at the hands of Rary, he kept a low profile and many assumed he was permanently killed. In reality he was resurrected, and only recently has he taken a more open interest in events across the Flanaess.
- [Note that the information on Tenser can be learned with a DC 15 Knowledge (arcana or local: core) check, but since the PCs have no reason to suspect Tenser's involvement, it is not specifically mentioned.]

Knowledge (local: core and Nobility and Royalty):

- **DC 15:** Lady Karistyne has a keep in the Abbor-Alz Hills and is a major force within that region.
- **DC 20:** As a well-known follower of Heironeous she is involved in a long-term struggle with Rary "The Traitor", and she is rumored to be good friends with the didactrixes of Hardby and the arch-mage Tenser. She is known to be able to work well with people of other Faiths.

Knowledge (religion):

- **DC 15:** Lady Karistyne is a powerful and high ranking paladin of Heironeous who has a stronghold in the Abbor-Alz Hills from where she directs the fight against the many evil forces in that region.

Gather Information on Karistyne:

- **DC 10:** Lady Karistyne has a stronghold in the Abbor-Alz Hills. She has shown little interest in Hardby, focusing more on her part of the woods so to speak.
- **DC 15:** Karistyne is a powerful paladin of Heironeous and she has many powerful friends, chief of which is the archmage Tenser. She also has made a powerful enemy in in Rary 'The Traitor'.
- **DC 20:** Recently Karistyne and a group of her retainers were lured into an ambush by outer planar creatures. Many were killed and more were kidnapped, including the lady herself.
- **DC 25:** The kidnappers came from the Elemental Plane of Fire, apparently she made some enemies among the efreeti as well.

Gather Information on Thrics:

- **DC 10:** Thrics is a halfling apparently looking for a large group of adventurers to help him with some kind of dangerous task. He says he is willing to compensate these adventurers well for their efforts.
- **DC 15:** Thrics is a traveling minstrel with friends in high places. He is certainly never short of cash and he is always true to his word.
- **DC 20:** Thrics has worked for the Circle of Eight many times.
- **DC 25:** Thrics is an agent for Tenser.

THE CRONE'S HEAD

Read aloud or paraphrase the following:

The Crone's Head lies at the waterfront overlooking the harbor. It is a big building that appears to have been built recently. The sign above the door shows scorch marks as if it has been in a fire. There are many adventuring types inside the common room and it doesn't take you long to verify they are all here waiting for Thrics to arrive.

Allow the PCs who have not met before to give a short introduction to each other before proceeding. There are more adventurers than players present at the table. These NPCs are not important for the adventure, and depending on whether you run the low or high-level adventure these are more or less powerful than the PCs.
As soon as Thrics arrives, the PCs are ushered into the supply room at the side of the tavern. Once all are there, Thrics closes the door and climbs on a barrel to start his welcome speech.

"First of all, thanks for coming. Since we don't have much time, and this room is far from comfortable, I shall keep it short. I need help liberating the lady Karistyne and her retainers who have been kidnapped by an efreeti lord from the City of Brass. Through divinations we have learned they are likely held captive in the efreet's mansion. Her retainers are held in the slave quarters in his gardens.

Karistyne's location is unknown, but she is probably in the mansion itself."

"I shall divide you into two groups. One group will search the gardens and side buildings for any captured retainers and to prevent any guards from fleeing the compound. You would not want a citywide alarm. The other group will penetrate the mansion to free Karistyne. While freeing the prisoners is the prime goal, I am curious why the efreet kidnapped her—pertinent information would be highly appreciated. Questions?"

Thrics can tell the following things:

- Contrary to rumors, Karistyne was ambushed by a group of mercenaries with no apparent connections with Rary.
- The employer of the mercenaries appeared out of nowhere during the battle. He took Karistyne by surprise, knocking her unconscious in one hit.
- These mercenaries told Thric's allies that this man was a spellcaster of some sort who had hired them specifically for this ambush. He had not killed Karistyne, nor any of her retainers that they had caught alive. Instead he took them away with him with some kind of magic.
- The mercenaries did not know the spellcaster was an efreet.
- An unspecified source revealed that the kidnapper was an efreet Amir by the name of Mamoon. Mamoon gained his rank as the royal assassin, and is much feared in the city.
- Thrics has no idea why one of the Grand Sultan's assassins suddenly showed such a big interest in the affairs of the Flanaess. He does fear that the survivors will be sold off on the slave market soon, or die in the inhospitable surroundings of the city.
- Divinations on the fate of Karistyne are non-conclusive. She is definitely alive, although barely, but she is not present in the City of Brass. Since all they have is the location of the mansion of Mamoon, Thrics hopes the adventurers can find clues about her whereabouts there. He fears she has not long to live.
- He knows the basic abilities of an efreeti (see *Monster Manual*), and can give a reasonable accurate description of the environment of the City of Brass.
- The garden around the mansion is filled with varied types of environments that can be found in the hottest deserts and volcanic regions of the Flanaess. It includes at least one, if not more, rivers of magma. The garden is blanketed in smoke, and Thrics advises the PCs to keep to the ground or risk triggering the aerial defenses that are certain to be there. After all, all efreeti can fly.
- Guards wander the gardens and the mansion, but he does not know how many and what kind.
- Not much is known about the actual mansion of Mamoon. Like most efreeti, Mamoon is paranoid, and he rarely allows strangers to visit his house. The slave and guest quarters are in the gardens, and he only receives guests in a few areas in his house. He also suspects the mansion is protected against dimensional travel such as *dimension door* and *teleport* spells, likely in the form of guards with *anticipate teleportation* running.
- He warns the PCs to keep a low profile since the Grand Sultan may be involved in this affair. He assumes the PCs have only one shot at liberating Karistyne and her retainers since any attack on the Sultan's retainers is definitely going to trigger a reaction from him.
- The local clergy of Joramy have agreed to help by providing the PCs with the means to travel to the City of Brass where they will be welcomed by Nuar, an azer smith, and Ellith, a fire gnome alchemist and sorcerer.
- The priests of Joramy will cast an *endure elements* on every PC for free, but once those spells wear off the PCs have to provide their own protection. The azer and fire gnome do have various protections for sale.
- Nuar and Ellith have arranged transportation from their workshop to Mamoon's mansion. Once at the gates of the mansion the PCs are on their own.
- The PCs can return to Hardby through the same portal through which they entered the city. They need the aid of Nuar and Ellith since they are the only ones who know how to activate the portal.
- Thrics does not initially mention a reward, but if asked, he first mentions the possibility of loot. Mamoon is supposed to be rich. If pressed, he offers the gratitude of his backer, the archmage Tenser. If the PCs still want more, he begrudgingly offers 100 gp x APL for the safe delivery of Karistyne, and half that for her corpse.

Once the PCs have no more questions, and accept the mission, he tells them to come to the temple of Joramy early the following morning. If it was up to him, he would leave now, but he assumes the PCs need time to prepare new spells. When ready, proceed with the next section.

THE CITY OF BRASS

Note: The brief stay in the workshop of the azer Nuar and the fire gnome Ellith has the potential to sap a lot of game time through role-playing. As this is not the main

focus of the adventure, try to move things along from here as quickly as reasonable.

Early the next morning Thrics ushers you through the wet and muddy streets of Hardby towards the temple of Joramy. The young red haired priestess that welcomes you guides you into the temple's cellar for once without arguing at all.

Allow the PCs to make any preparations they desire before continuing:

She quickly casts endure element on each of you, before throwing a flask of alchemist fire at a stonewall. At the instant the liquid catches fire, it spreads over the wall, quickly forming a round window edged by yellow flames. A blast of heat and the strong scent of smoke rush through the magical window.

Thrics motions you to step through the window, but before you can go, the priestess removes a wooden stick from her robes. "Wait one second. If you break this stick, the person doing so and up to 10 willing creatures touched at the time immediately shift back to this temple. I have a feeling those looking for Karistyne might need it. A gift from the temple for a friend."

She gives the stick to one of the PCs. After that there is nothing for the PCs to do but step through the portal. The rod is only given to the high level table. Assuming the PCs step through the portal:

Stepping through the portal generates an odd sensation in your stomach similar to when you suddenly fall down a few feet. You have landed in what appears to be an alchemist's supply room. Behind you, is only a sturdy stonewall—the portal has disappeared. There are no windows, but a strange gnome-like creature with a coal black skin, flame-red hair and bright orange glowing eyes is waiting for you in the doorway.

When the PCs greet Ellith, continue:

"Greetings friends. My name is Ellith. Luckily for you, it is rather cool in here to help me preserve my supplies."

Before you can reply, a heavier grumpy voice from behind the gnome growls, "Don't be a fool Ellith. They are protected against the heat, and by keeping that door open the rats might get in. They already burned half your wood supply, which is really expensive I might add. We are closed anyway, so bring them into the workshop were there is more space."

Ellith replies slightly irritated, "Alright, have it your way Nuar." Turning towards you, "If you please follow me?"

The PCs are quickly taken into a rather large workshop that is divided into two parts. One half is clearly for an alchemist, while the other half is a smithy. Sitting on a bench is an azer, who just nods to the PCs.

None of the furniture is made out of wood. Everything is either made out of stone or metal, including the shutters, which are made out of brass and appear to be glowing hot. It is even hotter in this room than in the supply room.

A strange red light comes through the cracks in the shutter, and when the PCs look through the windows they see a small alley. The alley is cobbled with black stones and the walls of the buildings are made out of brass. The sky is bright red with patches of orange and yellow as well as streaks of what looks most like black clouds. There is no sun. Observant PCs might even note a couple of rat-like creatures composed of flames scurrying around.

Ellith: male fire-gnome sorcerer 12; NG.
Nuar: male azer expert 9; LN.

The two can tell the following:

- They have a special isolated wagon at the back of the shop with which they will transport the PCs to Mamoon's mansion.
- The PCs should remain inside the wagon at all times. They don't have a gate token, which is punishable by death.
- They will drop off the PCs at the main gate, where Ellith will *dimension door* towards the actual mansion with those tasked to explore it while the others deal with the guards at the gate. Ellith will immediately *dimension door* back to the wagon. How they get back from the mansion to the wagon is the PCs' problem and not his. He has a *reduce person* available to help with the transport.
- He and Nuar will be waiting with the wagon for the PCs to return.
- If by any chance Ellith and Nuar are forced to leave the area, the PCs are on their own. Something that might be extremely painful without magical protection. The two will wait as long as possible in case of such an alarm.
- They know nothing more about mansion except what Thrics already told the PCs.

The two have the following mundane items for sale:

Item	Cost	Weight
Desert outfit*[1]	6 gp	3 lb.
Filtermask[1]	1 gp	–
Fireproof parchment[2]	20 gp	–
Fireproof clothing[2]	+50 gp	–
Fireproof spellbook[2]	50 gp	5 lb.
Heatsuit outfit*[2]	20 gp	15 lb.

In addition to the mundane alchemical items from the

Player's Handbook they also have the following alchemy items for sale:

Item	Cost	Weight
Keepcool salve*[1]	50 gp	½ lb.
Liquid Embers[2]	600 gp	1 lb.

1) From *Sandstorm*.
2) From *Planar Handbook*

* A PC wearing one of these sets of clothing and a dose of keepcool salve is considered partially protected against the heat in the city. A character who wears/use one of these items and has the Heat Endurance feat is partially protected. If a character has clothes, salve and the feat he is fully protected.

The two also have a few magical items for sale. They have one *+1 bane (elementals) falchion*, one *+1 icy burst long spear*, one *ring of elemental adaptation* (*Planar Handbook*), two *rings of minor energy resistance* (*fire*), one *ring of minor energy resistance* (*cold*), numerous *scrolls of resist energy*, *endure elements* and *protection from energy*.

Once the PCs have no more questions, and bought their supplies, they are ushered into the wagon and transported to the mansion. Proceed with Part 1.

PART 1: THE MANSION

The trip to the Burning Mansion doesn't take much time. Once arrived at the brass walls surrounding the gardens and mansion, the PCs can make some final preparations while looking at the mansion and waiting for the low-level adventurers to deal with the outside guardians.

Read aloud or paraphrase the following:

Your destination rises above a thin layer of hazy smoke in the middle of an alien looking, volcanic garden. Surrounding the house is a moat of red-hot magma. You can see two entrances: the main entrance and a double door at one side. Solid ground leads to the mean entrance, but the side doors open above the moat of lava.

With the exception of the garden and the moat the Burning Mansion does not look much unlike a small one-story Baklundish palace with its smooth walls, arched windows, domed roof and even a slender minaret.

When the PCs get closer, read the following:

At a closer inspection, though, the mansion's walls appear to be made of softly glowing soot covered brass and instead of silk curtains the windows are closed with metal shutters. Everything about the building looks bigger, as if the house has been made for giants.

Ellith can transport the PCs to a spot of their choice. He prefers to drop them off at the main entrance since the ground is solid there. If the PCs pick another spot, he drops them off at the bank of the moat.

He refuses to take them into the house itself since he does not know how it looks like, and doesn't want to risk to be shifted into a random direction hundreds of feet. He also (rightly) suspects the guardians have an *anticipate teleportation* running, which does not penetrate the outer walls and shuttered windows, but would likely cover most of the rooms inside. Once the players are ready, place their miniatures on the map in the area of their choice.

Troubleshooting: It is possible that the PCs ignore Ellith's warning and want to *teleport* directly into the mansion. If they use various divination spells to *scry* the house beforehand (remember: room 11, 13, 14 and 20* are protected against scrying with a permanent *Mordekainen's private sanctum*) picking the right spot should not be too difficult. Once they choose an area determine whether it falls in the emanation of the *anticipate teleportation* of any of the harssaf guards and react accordingly.

Remember that if they pick a spot inside something solid they are randomly shifted into a available open space within 100 feet (which is just as likely to be outside the mansion as inside) on a suitable surface. Since magma is NOT a suitable surface there is no chance for the PC to end up in the magma moat.

* So the PCs could try to *scry* Karistyne, although she gets a +5 modifier on the Will save since she is at another plane. Teleporting to her is not an option for the same reason.

GENERIC DESCRIPTION

The mansion is build for efreet, Large-sized creatures. Most of the corridors are 10 feet wide and the ceiling is 20 feet high. The doors are at least 5 feet wide and 10 feet high, although there are larger doors inside.

Since the guards and butler roam freely through the building they are described in Part 2 below. You might need to readjust the description to take the presence of these guards into account.

Magma Moat: The magma moat is on average 15 feet deep and 20 feet wide. Touching its surface deals 2d6 points of fire damage, while immersion of any kind results in 20d6 fire damage per round.

Walls: All the walls are made of brass covered superior masonry. The outside walls are hot enough to deal damage to the unprotected, and a mere touch deals 1d6 points of fire damage. The interior walls are slightly cooler, only dealing 1 point of fire damage.

Since all the walls are covered with brass plates no detection spell can penetrate them.

Exterior Walls: 1 ft. thick reinforced masonry (brass plated); hardness 8; hp 180; AC 5; Break DC 45.

Interior Walls: 6 in. thick superior masonry (brass plated); hardness 8; hp 90; AC 5; Break DC 35.

Windows: The arched windows are roughly 10 feet above the ground, and they are 10 feet high. Each

window is divided into two parts by a slender pillar. If the PCs take a closer look and clean away much of the soot they note that the brass around the windows is decorated with beautiful etches of geometric patterns. There is no glass in the windows, but they are closed with brass shutters locked from the inside. Each window is protected by a *glyph of warding* that alerts all the guardians inside if triggered.

Shutters: ½ in. thick brass; hardness 10; hp 15; AC 5; Break DC 25.

Glyph of Warding (blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Floors: Unless specified otherwise, the floors in the mansion are covered with 1 feet of fine sand. This makes movement difficult unless one can fly or has the Sand Skimmer feat. It costs 2 squares of movement to move into such a square, and the DC of Tumble checks increase by 2.

Rooms 7, 10, 11 and 12 are the only rooms without the sand.

The sand does offer some insulation against the heat, and while far from comfortable, it does not deal any fire damage.

Doors: The exterior doors are detailed in Room 1 below. The interior doors are made of thick brass and they are as hot as the walls. All doors are outfitted with good quality locks, but they are not locked. Only the doors to room 11, 12, 13 and 14 are locked at all times. Like the brass plating on the walls these doors block all detection spells.

Note that due to presence of the sand it requires a standard action to open and close the doors. Because of this the guards keep the doors of room 3, 4, 5 and 9 open. Tracks in the sand also immediately alert them if a door has been opened and then closed.

Interior Doors: 1 in. thick brass; hardness 10; hp 30; AC 5; Break DC 28; Open Lock DC 30.

Braziers: Large brazier light most of the corridors and rooms. These are made out of iron and they are filled with glowing coals. Pushing them over requires a DC 20 Strength check and covers a 5 by 5 area with hot coals. This functions as caltrops for those unprotected against fire, dealing 1 point of fire damage and reducing the speed by half until healed.

ROOM 1: ENTRANCE

Besides using the windows there are two entrances into the mansion: the side-entrance that is used to deliver supplies and the main entrance. Both are double brass doors, each 5 feet wide and 15 feet high. Both doors are locked with good quality locks. The doors are heavy and require a DC 15 Strength check to push open.

The side-entrance door is undecorated, but the main doors depict leaping flames along its frame and a marching army of flame creatures walking through the circle of flames as if on its way to some kind of war.

Brass Doors: 2 in. thick brass; hardness 10; hp 60; Break DC 35; Open Lock DC 30.

ROOM 2: HALLWAY

The description below assumes this is the first room the PCs enter adjust it if necessary.

Ahead is a huge, domed hallway roughly 30 feet wide. The ceiling is 20 feet high and the floor is covered with a thick layer of fine, black sand.

Four large glowing braziers provide more than enough illumination to see by even though the closed shutters allow only a flicker of the light outside to enter. The brass walls are decorated with etchings of what looks like a city being consumed by a volcanic eruption and various fire-related monsters. Two big obsidian statues, a dragon of some kind and an efreet, look down the hallway as some kind of silent guardians. Four smaller brass doors stand open, leading further into the mansion.

A DC 18 Knowledge (arcana) check is required to recognize the dragon as a red dragon. The stance of the statue suggests it is ready to breathe down into the hallway. The efreet is a representation of the current Grand Sultan and can be recognized as such with a DC 20 Knowledge (the Planes) check. He looks regal, looking down on those below with arrogance. The two statues are normal statues. A Medium or smaller PC can climb behind them during combat to seek cover. Doing so requires a DC 10 Climb check and while it provides cover when attacked by those next to the statue, such a character looses his Dexterity bonus on AC.

Nothing of value can be found in this room.

ROOM 3: BALLROOM

This is a large room, its ceiling supported by several smooth obsidian pillars following a straight line from the double door at the hallway to the wall on the other side. Red and black curtains hang on the walls and a mosaic of what looks like a decadent scene in an efreet palace adorns the ceiling. A stone platform stands in one corner, 5 feet high and free of the ever present sand. Large black iron braziers stand in several corners, but none are burning. One of the curtains flutters in the wind.

This large room is the ballroom, an area where the lord of the house would hold parties and receive his more important guests. Nothing of value can be found here.

A DC 25 Search check reveals a secret hatch in the ceiling of the southwest corner. The hatch is locked with a good quality lock, and trapped with a glyph similar to those on the windows. It leads to the attic above the ballroom and under the dome.

Glyph of Warding (blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 sonic, DC 14 Reflex save half damage);

multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

ROOM 3B: THE ATTIC

This dark dusty area seems to be devoid of any decoration and it is covered in soot and dust. It is a large single dome-shaped room, filled up mostly with a huge steel support system for the dome. The air is stale, and the temperature is uncomfortably hot even for the City of Brass.

There is nothing of interest for the PCs here. The guards never come in the room, so it would make a good, if somewhat uncomfortable, spot to hide for a while.

ROOM 4: GUARDROOM

This relatively small room is dominated by a stone table and four metal chairs. The furniture is medium-sized. In a cupboard in a corner stand several tin cups, a few plates and a couple of games.

There are two guardrooms in the mansion. Each looks more or less the same and is used by one of the two groups of harssaf guards (see Part 2 below). If the guards are not on patrol, they spend their time here, usually talking and playing simple games.

There is nothing of value in these rooms. The harssaf take their food and drinks with them from home. They don't drink alcoholic beverages while on duty.

ROOM 5: CLOAKROOM

Various hooks and brass shelves along the walls suggest that this is the cloakroom. It is empty except for the sand on the floor and a fine layer of soot that covers everything.

There is nothing of interest in this room.

ROOM 6: DINING ROOM

A large circular table dominates this 35 by 35 feet square room. It is made out brass with a reddish copper tabletop. A dozen comfortable dining chairs surround the table. The chairs are big enough for an ogre to sit on and are made out copper plated steel. They have black sitting cushions. The center of the table is open, allowing servants easy access.

There is absolutely nothing of value to be found in this room.

ROOM 7: KITCHEN

Efreet do not need to eat, but they certainly enjoy its taste and serving food to guests is seen as a sign of great wealth (mostly because Prime Material plane food has a tendency to spoil really quickly in the heat of the city).

Note that the floor of this room is NOT covered with sand.

A quick glance through the room leaves no doubt that it is a kitchen. Two large stone tables dominate the room and large metal knives, pots and other utensils hang on the walls. There is no sink, though, and there is something odd about the oven although what exactly is difficult to say. The kitchen doesn't appear to be used very often and everything appears to be covered in a thin layer of soot.

Most of the cooking equipment is useless for the PCs and holds little value. The various cupboards are filled with beautifully crafted plates, copper glasses and red-golden cutlery all designed for use by giants.

The oven radiates a faint Conjuration aura, and can be used as a regular oven. With the right command word though the temperature can be lowered inside below freezing point. The oven cannot be removed without destroying its magic.

The stone staircase leads down to a typical brass door and the cooling cellar (room 9) behind.

Treasure: Taking the expensive cutlery:
All APLs: Coin 50 gp.

ROOM 8: RESTROOM

The smell in this room leaves no doubt about its use as restroom. The toilet is designed for medium-sized creatures.

While Mamoon and his wives don't need a toilet, his guards do. There is nothing valuable in this room.

ROOM 9: COOLING CELLAR

This room is not depicted on the map. The door into the cellar is locked. Only Mamoon and the butler have the key.

The room is roughly 30 by 30 feet and only 10 feet high. Compared to the rest of the mansion the temperature inside is almost freezing. It clearly is a storage cellar, although it is not particularly well stocked.

Most of the food and drink inside the room is of good quality, albeit somewhat old. If the PCs succeed in a DC 20 Search check they find Mamoon's private stock of expensive wine.

Treasure: Selling the wine:
All APLs: Coin 50 gp.

ROOM 10: SILICIS' QUARTERS

The door to this room is locked, and only Silicis has a key.

Unlike the rest of the mansion the floor is not covered with sand, but with small round pebbles. It is a spartan room with a bed of fine sand and thin

blankets. A large walk-in closet contains a few pieces of Large-sized sturdy clothing mostly made out of leather. A large slab of stone seems to function as a desk and a boulder as a chair. The desk is empty.

Silicis is a slave of Mamoon and owns little of value. Mamoon keeps him happy by providing gems, which Silicis eats immediately. Throughout the day he keeps himself busy by keeping the house cleaned up, the stocks supplied, and the mercenaries paid and provided for. More information on Silicis can be found below in Part 2.

ROOM 11: HAREM

A character that listens at the door into this room hears the sounds of somebody working at a forge as well as a woman singing. A DC 15 Listen check reveals that the woman is singing in Auran to the beat of the hammer. A DC 20 Listen check also allows the character to recognize soft hissing and bubbling noise. Astute PCs note, with a DC 15 Spot check, the scent of roses before opening the door. As soon as the door is opened, the sounds of hammering and singing cease.

The door into this room is always locked. Only Silicis and Mamoon have a key. If the door is opened, the PCs only see a white opaque wall, the result of the permanent *Mordekainen's private sanctum* that covers it.

Three steps lead into a large steamy room. Here, the scents typical of a forge are mixed with that of roses and lavender. The floor is devoid of sand, revealing glowing hot black iron tiles. Across the room are four circular pools. One seems to be filled with shimmering hot air, the second with boiling water, the third with what looks like magma and the fourth with bubbling mud.

In between the pools alongside the walls are a small forge, a loom, and a worktable for a gemcutter. Each of these areas is obviously in use. Four [Or at APL 10: two] ***odd-looking ogre-sized women stare at you, ready for a fight.***

If the PCs take a closer look at the women, continue:

The one behind the worktable has long curly black hair, grey eyes, bronze colored skin and the build of a large-sized human. The woman behind the forge is a red-skinned, bald, and has small horns, jutting tusks, and eyes like flames.

[At APL 12+, add]. ***The weaver behind the loom looks like a well-formed dark skinned human with long steep white hair. From the pool of bubbling water a blue-skinned, bald human stares at you. All four are muscled, slender, and confident.***

Mamoon's wives live if this room. At APL 10 only two of Mamoon's wives are present with the other two gone on various errands for Mamoon. At APL 12+ all four are here. While ready for trouble, they do not initiate violence, nor do they start talking. They keep staring at the PCs until the PCs do something. Their initial attitude is indifferent, which can be changed with Diplomacy or Intimidate as normal.

The room is a strange mix of a relaxation and workroom. Forced to do Mamoon's bidding, his four wives rarely leave the room, and to keep themselves busy they are using the room to perform their various crafts: blacksmith, goldsmith, jeweler, and weaver. The loom looks slightly odd since it is designed to work with metal wire since normal cloth is quickly destroyed in the climate of this room. The other toolsets are normal, albeit of masterwork quality and designed to be used by Large creatures. As such, they are difficult to transport and of little value to craftsmen in the Flanaess. The finished products are of great quality, and ground materials (ingots of several metals, thin metal wire and various kinds of gems).

While outsiders do not need sleep, they do enjoy relaxing. Each of his wives has her own bed: a pool filled with a burning hot version of their element of birth. If a character falls in these, that character takes 10d6 fire damage per round and risks drowning (20d6 in the magma). Getting out of the mud and magma requires a DC 15 Strength check or help from those outside the pool. The steel floor deals 1 point of fire damage per round. Creatures that take damage must make a DC 15 Reflex save or their movement is halved like with caltrops until they are treated either with a DC 15 Heal check or any curative magic.

Creatures: Mamoon's wives are bound genies, either ensnared by himself or gifts from powerful sorcerers and genie lords as a reward for his services. They are tied to items in his possession and as long as he possesses those items he remains control over them. Mamoon dislikes his wives, and rarely deals with them directly, but he relishes his power over them and earns a good amount of coin with their crafts. He has no intent to set them free. Even though his wives are good fighters, and would be great bodyguards, he rightfully fears that his control over them is too limited, and their hatred to strong, to place them in such a position of trust. Hence he keeps them locked up in this room.

His wives dislike each other as well, but they are united in their hatred for Mamoon, and their longing for freedom. They are constantly bickering with one another, which quickly changes if confronted with a common enemy or an opportunity to escape their imprisonment.

It should be noted that all four have bathed in the Fountain of Elements (see below). Khunufseh, Safan and Zobeida have acquired the Fire sub-type, while Jaheira has performed the ritual of Earth and has the Earth-subtype and damage reduction 3/adamantine.

Jaheira [ja-HAI-rah]: Female efreet (see below).

Appearance: A tall regal woman with a dark red skin, no hair, small horns and jutting tusks. She prefers black clothes.

Personality: Bossy, proud, in general polite and calm, but she does have a temper. She dislikes rude people, refusing to speak with them (except her fellow wives who she cannot avoid, angering her all the more over her imprisonment).

Khunufseh [hoo-NOOF-she]: Female dao (see below).

Appearance: A 10-feet tall muscular woman with long curly black hair and a bronze colored skin. Her eyes are marble gray without any pupils. She prefers white and wears many jewels.

Personality: Silent, grim, distrustful, disdainful of people that use flowery speech or who don't know when to shut up.

Safana [sah-FAH-na]: Female djinn (see below).

Appearance: A well-formed dark skinned human with long steep white hair with a radiant smile and a soft beautiful voice. She wears blue clothes.

Personality: Cheerful, optimistic and bluntly honest. She loves music and has a great appreciation for any form of art. She strongly dislikes violence, and those who earn a living with it.

Zobeida [zo-BAY-dah]: Female marid (see below).

Appearance: At 16 feet tall, she is the tallest of the four. Blue skinned and bald, she has the build of a human. She wears no jewelry, and much simpler clothes than the others.

Personality: Cynical, sharp-witted with little self-control, constantly giving her opinion especially when unasked for. She loves to belittle people and to make them feel inadequate, mostly out of frustration of her own imprisonment.

APL 10 (EL 10)

Jaheira: female efreet; hp 65; *MM* 115.

Khunufseh: female dao rogue 2; hp 86; Appendix 1.

APL 12 (EL 12)

Jaheira: female efreet; hp 65; *MM* 115.

Khunufseh: female dao rogue 2; hp 86; Appendix 1.

Safana: female djinn bard 6; hp 95; see Appendix 1.

Zobeida: female marid; hp 71; see Appendix 1.

APL 14 (EL 14)

Jaheira: female efreet dervish 2; hp 107; Appendix 1.

Khunufseh: female dao rogue 2/dervish 2; hp 105; Appendix 1.

Safana: female djinn bard 8; hp 109; Appendix 1.

Zobeida: female marid fighter 1/dervish 1; hp 102; Appendix 1.

APL 16 (EL 16)

Jaheira: female efreet dervish 4; hp 129; Appendix 1.

Khunufseh: female dao rogue 2/dervish 4; hp 124; Appendix 1.

Safana: female djinn bard 10; hp 123; Appendix 1.

Zobeida: female marid fighter 1/dervish 3; hp 120; Appendix 1.

Tactics: In the unlikely case of a fight, all except Safana rush forward, using brute force to dispose of the intruders as quickly as possible. Safana holds back, supporting her fellow captives in their fight with her bardic songs and spells. Khunufseh and Zobeida are not above using *wall of stone* and *solid fog* to split up the party, although they will not use these spell-like abilities in the room itself. Jaheira does not use her fire producing abilities, assuming they will have little effect. None of the wives can use their *plane shift* or wish-granting abilities.

Treasure: Looting the four genies.

APL 10: Loot 129 gp; Coin 100 gp.

APL 12: Loot 229 gp; Coin 100 gp; Magic *cloak of charisma +2* (333 gp), *ring of protection +1* (167 gp).

APL 14: Loot 349 gp; Coin 100 gp; Magic +1 *large mithral chain shirt* (183 gp), *cloak of charisma +2* (333 gp), *ring of protection +1* (167 gp), *cloak of resistance +1* (83 gp).

APL 16: Loot 320 gp; Coin 100 gp; Magic +1 *large chain shirt* (113 gp), +1 *large mithral chain shirt* (183 gp), *cloak of charisma +2* (333 gp), 3 *rings of protection +1* (167 gp each), 3x *cloaks of resistance +1* (83 gp each).

***Detect magic* results:** +1 *large chain shirt* (Faint Abjuration), +1 *large mithral chain shirt* (Faint Abjuration), *cloak of charisma +2* (Moderate Transmutation), *ring of protection +1* (Faint Abjuration), *cloak of resistance +1* (Faint Abjuration).

Development: As long as the wives remain indifferent, they are willing to answer any questions the PCs might have. If they become unfriendly, or the PCs try to steal anything, they demand the PCs leave, only resorting to violence if the PCs do not comply. If they become hostile they try to kill the PCs.

During the conversation, Safana takes the lead even though Jaheira is the first wife. Zobeida cannot keep her snide comments to herself and intervenes several times eventually leading to a big argument between Jaheira and Zobeida about self-control and proper etiquette until Safana stops them. Khunufseh remains silent, making no secret of the fact that she distrusts the PCs intentions. Before the wives tell anything worthwhile they want the PCs promise to free them, and if possible kill Mamoon in the process, offering their gratitude and skills as a reward in return – starting with 100 gp each in valuable materials as an incentive. Good aligned PCs, which Khunufseh checks, are automatically trusted when they make the promise to free them. All others need to make them friendly or succeed at a Bluff check opposed by the wives' Sense Motive.

Once the wives are convinced the PCs will try to free them, they tell the PCs the following things:

- There is a portal to another plane under the mansion. The entrance to the area with the portal can be found inside Mamoon's private quarters.
- They don't know how the portal is activated, but it should be mentioned somewhere in Mamoon's study.
- They are not entirely sure where the portal leads to since a local phenomenon, the Fountain of Elements, seems to be warping the region into a mix of all four elemental planes.
- The Fountain of Elements is a magical location that can imbue creatures with the energies of the Elements if specific rituals are performed. It is a vortex of all energies, but the dominant element fluctuates through time.
- If a creature bathes in the vortex while fire is dominant and the proper rituals are held, either shortly before or after, one becomes infused with fire (and acquires the Fire subtype).
- If a creature bathes in the vortex of acid and earth his flesh hardens, gaining a limited resistance to most weapons except adamantine ones (DR 3/adamantine).
- For it to work the PC has to take at least some damage from the Fountain.
- They don't know the effects of the other two elements of the Fountain, but they know that a creature can only benefit from one effect, the first they bathed in.
- Mamoon has several slaves living in the other plane since he does transport food through the portal.
- He keeps his more important prisoners and more valuable treasure there as well.
- His toughest guardians are directly behind the gate.
- Each of the four wives is tied to a specific object in possession of Mamoon. Jaheira is tied to a brass rod, Khunufseh to a silver ring with an emerald, Safana to a beautiful golden harp and Zobeida to a large shell. Killing Mamoon frees them temporarily; destroying the items frees them permanently.
- The PCs cannot use the items to control them since they are not genies (this is a lie, the PCs don't know the rituals to gain control and the four want to keep it that way).
- The wives do **NOT** know that Mamoon is a dao! They think he is an efreet under a permanent *earthbind* curse, although they do not mention the curse unless specifically asked about anything special about Mamoon. They do know Mamoon is an assassin.
- They know he is often helped by a mortal sorcerer, but they don't know whether he is home at the moment, nor how powerful he is.

ROOM 12: STUDY

No sound can be heard coming from behind the door. The door is locked, only Mamoon has the key.

Three steps lead up into this somewhat oddly shaped room. Unlike the rest of the mansion, the floor inside is empty of sand, revealing glowing hot black iron tiles. Across the room is a second brass door. Directly to the left of the entrance you note a large metal desk and a chair fit for a giant. To the right you note a large lectern with on top a large book. The rest of the walls are covered with bookcases most filled with books and a few strange knickknacks.

The steel floor and chair deals 1 point of fire damage per round. Creatures that take damage must make a DC 15 Reflex save or their movement is halved like with caltrops until they are treated either with a DC 15 Heal check or any curative magic.

There is no magical aura in the room. A quick investigation of the books reveal that they appear all to be written on metal sheets and the most common language is Ignan, though there are a couple in Terran and Draconic as well. The books are heavy, and they discuss various subjects from court etiquette to torture techniques, and from anatomy to religion. The only really interesting book can be found on the lectern. It is written in Ignan and discusses magical phenomena on the various elemental planes.

A character that pages through the book and succeeds at a DC 25 Search check realizes that one chapter has been read particularly often. It details something called "The Fountain of the Elements". The Fountain is a location that comes into being in spots where the four elements touch each other – a rare event that more often than not results in a huge explosion and not a Fountain. Its power can be harnessed with the proper rituals. Note down if the PCs take this particular book with them, they can access the powers of the Fountain of Elements without liberating the wives in this case.

Of more interest is the mention of the existence of permanent portals near such fountains. Most need to be activated, but the key to do so is always simple compared to more regular portals. Usually a touch of all four elements is all that is needed, while a return trip requires a touch of the element to which plane it leads. Obviously such areas are highly sought after, and all known fountains, and there are only a few, are in the possession of very powerful creatures.

While the PCs could conceivably take some of the books it is impossible to know how many beforehand, and since none is particular valuable, it is not part of the treasure.

ROOM 13: MAMOON'S PRIVATE ROOM

A soft bubbling sound can be heard from behind the door. The door is locked, only Mamoon has the key.

Remember that when the PCs open the door they only see a white opaque wall due to the permanent *Mordekainen's private sanctum* that covers the room. This spell covers room 14 as well.

Like the study there is no sand on the floor, and the lack of decorations and furniture is in stark contrast with the rest of the mansion. The only thing in the room is a round pool of bubbling magma and a brazier. The scent of incense is heavy in the air.

There is nothing of any value in the room, even not in the magma pool. Touching the floor deals 1 point of fire damage per round, while the magma deals 2d6 fire damage or 20d6 when emerged in it.

The secret door can be found with a DC 25 Search check.

ROOM 14: THE STONE PORTAL

The secret corridor leads to a set of stone stairs leading down. A reddish glow radiates from below, almost as if something is burning, but the scent of smoke and the temperature are no different from the rest of the mansion. There is a draft leading from the secret door down the stairs.

Read aloud or paraphrase the following if the PCs go downstairs.

The stairs lead 40 feet down into what looks like a 30-foot-by-60-foot room. The walls of the room are smooth and appear to consist of still flowing magma. There is no significant rise in temperature. The ceiling is 10 feet high, and like the rest of the mansion the floor is covered with a layer of loose sand. At the other end of the room you see what appears to be a smooth round obsidian altar.

Nothing special can be seen about the altar from this distance. Characters with *detect magic* running can note a strong Conjuration aura on the altar and a moderate Evocation aura on the ceiling, floor and walls (*wall of force* effect). The altar is the portal to Mamoon's home. See DM's Map 2 for details on the room.

If the PCs take the time to examine the sand, they note that it contains a lot of razor sharp metal particles and like in the rest of the mansion it is roughly 1 foot thick. Below the sand, the floor is made out of the same material as the walls. A successful Search check (see the trap description below) reveals the tiny holes in the floor, but otherwise it looks perfectly smooth.

Trap: As soon as a character moves 20 feet into the room –whether flying or walking over the floor – the trap is triggered. Any PC in the room must make a DC [15 + APL] Spot check to note the sand being sucked into the floor a split second before it is spit out. A character that fails this check is surprised. Roll initiative for the PCs AND the trap, allowing those not surprised to act in the surprise round.

On the trap's turn a blast of sand bellows forth from the middle of each 5-ft. section of wall across the entrance forming a line to the wall on the other side (dotted lines on the map). Every character in this line gets Bludgeoning and Piercing damage as described in Appendix 1, getting a Reflex save for half damage. Characters that cover more than 1 square only get damage once, although they need to make a save for each line they are standing in. As soon as the sand settles, various small holes can be seen in the sand on the floor, pointing out that there are various small holes in the floor from which the sand is drawn.

The PCs can do three things:

- Rush to the other side and destroy the sandblasters. This cannot be done with ranged weapons without actually standing in the area of a blast.
- A hidden switch 20 ft. into the room on the left wall, marked with an X on the map, can switch off the trap for 10 minutes. Finding it requires a DC 15 + APL Search check. There is a similar switch right next the altar.
- Destroy the holes through which the sand is blown. Each square destroyed this way removes 2d6 from the total damage for that line.

Destroying the *walls of force* is a very bad idea, since it would flood the room almost instantly with magma. Everybody in the room takes 20d6 fire damage and 20d6 fire damage per round afterwards. Moving requires a DC 15 Strength check. While the altar is not destroyed by the magma, getting to and through it is going to be extremely difficult although certainly possible at the higher APLs with the right spells. Use your judgment, but if the PCs fail, the adventure is over for them.

APL 10 (EL 12)

Sand Blast Trap: Appendix 1.

APL 12 (EL 14)

Sand Blast Trap: Appendix 1.

APL 14 (EL 16)

Sand Blast Trap: Appendix 1.

APL 16 (EL 18)

Sand Blast Trap: Appendix 1.

Development: Once the PCs have dealt with the trap, they can examine the altar. The circular obsidian slab of stone has a diameter of 10 feet and is roughly 3 feet high. No sand lays on it. Its surface is perfectly smooth, and it shows no signs of erosion. Unlike the rest of the house it feels cool to touch and it smells of wet earth.

The stone is the portal to Mamoon's inner sanctum on the Elemental Plane of Earth. Dropping the four elements (fire, earth, air and water) in quick succession on the slab activates the portal. The order is unimportant. If done, the stone turns into a black vortex. Anybody touching the altar can immediately jump clear, or else

that creature is sucked into the stone and transported to Area 15 in The Fire's Heart (see below). The portal remains active for 10 rounds before shutting down.

The size of the portal limits the amount of people that can step through it. Four Small, 2 Medium or 1 Large creature can step through it each round. Proceed with Part 3, room 15 below once the first PC steps through the portal.

PART 2: AND IT'S RESIDENTS

The following inhabitants cannot be found at a specific spot in the mansion. They tend to wander around, and react to the PCs' actions.

THE HARSSAF GUARDS

Read aloud or paraphrase the following when the PCs come across the first harssaf guards. The text assumes they are ready for the PCs. You need to adapt the text if they are surprised.

Several red-skinned 6 feet tall humanoids stare at you. They have long-fingered hands and its face looks vaguely reptilian. Each has pointed ears and two small red horns on the top of its head. Its eyes are slitted and glow fiery red. Most wear chain mail and are armed with metal-hafted guisarmes. [The cleric:] ***One wears full plate and is armed with a metal mace.*** [The sorcerer:] ***One is not armored at all. All have razor sharp kukris at their belts.***

These are harssaf mercenaries (*Monster Manual* III page 82) belonging to a large tribe living in the city. They are valued much more as guards and soldiers than the salamanders by the efreeti, since they are highly loyal to their employers and very disciplined and well trained.

Mamoon has hired 6 of these guards, 4 fighters, 1 sorcerer and 1 cleric. These do not sleep inside the mansion, but run 8 hour shifts. The PCs arrive 3 hours after the last change of shift. They are split up in two groups, each consisting of 2 soldiers and one of the spellcasters. Each group spends most of the day in one of the guardrooms (see above), but they patrol the house on regular intervals. Use your judgment in placing them when the PCs enter the palace. When confronted with visitors without the guidance of Silicis, Mamoon or Sturr they immediately attack – no amount of diplomacy or coin can change this.

Note that each of the spellcasters is covered with an *anticipate teleportation* cast by Sturr, the witchknife (see below). While the spell's effect does not penetrate full cover, it does circle around walls. It is one of the reasons why most of the doors are open.

All harssaf guards are experienced desert warriors and they have the Sandskimmer feat. As such the loose sand on most of the floors does not hinder their movement. They all have blindsense 30 ft. adding to their talent as guards.

APL 10 (EL 10 or 12)

Harssaf Blinder: female harssaf sorcerer 4; hp 90; Appendix 1.

Harssaf Medic: male harssaf cleric 4; hp 98; Appendix 1.

Harssaf Soldiers (4): male/female harssaf fighter 2; hp 81 each; Appendix 1.

APL 12 (EL 12 or 14)

Harssaf Blinder: female harssaf sorcerer 7; hp 113; Appendix 1.

Harssaf Medic: male harssaf cleric 7; hp 127; Appendix 1.

Harssaf Soldiers (4): male/female harssaf fighter 4; hp 102 each; Appendix 1.

APL 14 (EL 14 or 16)

Harssaf Blinder: female harssaf sorcerer 9; hp 148; Appendix 1.

Harssaf Medic: male harssaf cleric 9; hp 161; Appendix 1.

Harssaf Soldiers (4): male/female harssaf fighter 6; hp 123 each; Appendix 1.

APL 16 (EL 16 or 18)

Harssaf Blinder: female harssaf sorcerer 11; hp 158; Appendix 1.

Harssaf Medic: male harssaf cleric 11; hp 191; Appendix 1.

Harssaf Soldiers (4): male/female harssaf fighter 8; hp 154 each; Appendix 1.

Tactics: The harssaf guards cooperate well together and with Silicis. In a fight, the harssaf quickly assume the PCs are dangerous opponents. They immediately sound the alarm, retreating out of direct melee until the other guards have arrived at the scene. Although the spellcasters definitely try to disable as many of the PCs as possible while the soldiers might trip one or two targets in attempt to slow the PCs down. The house is not so big that they fear the presence of the PCs might be a distraction.

The sorceress favorite tactic is to blind her opponents either with her spells or with her sand blast abilities. If possible she prefers to keep her distance. At higher APLs she uses her spells mainly to split up and hinder the party with spells such as *web*, *wall of force* and *wall of sand*. She might use some of her single target damaging spells on creatures, but only when her hindering spells would have little effect. At APL 12+ she has cast a *greater magic weapon* at the start of the shift on the weapons of all soldiers. At this APL she also keeps a *resist energy* (cold) running on herself (the duration of one has past by the time the PCs arrive). At APL 14+ she also has a *false life* running. These spells have been taken into account in the stat-blocks.

The medic is not much of a fighter, but if necessary can be quite effective in melee. He prefers to remain at

the back, using his healing spells from a distance. A good tactic of the PCs might be to steal the insignia's of any defeated soldiers, and as soon as the medic realizes this is the case he will not cast *insignia of healing* anymore. At APL 12+ he has one or more *magical vestments* casts on himself. At APL 16 he has shared a *heroes feast* with his fellow guards and Silicis. These spells have been taken into account in the stat-blocks.

The soldiers prefer hit-and-run tactics, using their Spring Attack and Sand Skimmer feats and the superior reach of their guisarmes. They prefer to use trip attacks, especially against heavily armored opponents. One or two of the soldiers might maneuver into a position where his sand blast covers many opposing spellcasters (clerics specifically) or heavily armored fighters, but they prefer to avoid full round attacks by the opposing fighters. They have a tendency to attack two-by-two while the others wait at the back to let their fast heal kick in.

Don't forget their sandform ability, which allows them to slither under doors or through the sand past the PCs to their back.

Treasure: Loot the harssaf guards.

APL 10: Loot 546 gp; Coin 4 gp; Magic 4 +1 *chain shirts* (104 gp each), 2 *cloaks of elemental protection* (83 gp each), *ring of protection* +1 (167 gp), 4 *potions of cure moderate wounds* (25 gp each).

APL 12: Loot 409 gp; Coin 14 gp; Magic 4 +1 *chain shirts* (104 gp each), +1 *full plate* (221 gp), *cloak of charisma* +2 (333 gp), 2 *cloaks of elemental protection* (83 gp each), 2 *rings of protection* +1 (167 gp each), 8 *potions of barkskin* (4 gp each), 5 *potions of cure moderate wounds* (25 gp each).

APL 14: Loot 409 gp; Coin 14 gp; Magic 4 +1 *bucklers* (97 gp each), 4 +1 *chain shirts* (104 gp each), +1 *full plate* (221 gp), *cloak of charisma* +2 (333 gp), 2 *cloaks of elemental protection* (83 gp each), 4 *cloaks of resistance* +1 (83 gp each), *periapt of wisdom* +2 (333 gp), 2 *rings of protection* +1 (167 gp each), 8 *potions of barkskin* (4 gp each), 5 *potions of cure moderate wounds* (25 gp each), *wand of magic missile* (5th level) (313 gp).

APL 16: Loot 409 gp; Coin 14 gp; Magic 4 +1 *bucklers* (97 gp each), 4 +1 *chain shirts* (104 gp each), +1 *full plate* (221 gp), *cloak of charisma* +2 (333 gp), 2 *cloaks of elemental protection* (83 gp each), 4 *cloaks of resistance* +1 (83 gp each), 4 *gauntlets of ogre power* (333 gp each), *gloves of dexterity* +2 (333 gp), *periapt of wisdom* +2 (333 gp), 2 *rings of protection* +2 (667 gp each), 8 *potions of barkskin* (4 gp each), 5 *potions of cure moderate wounds* (25 gp each), 8 *potions of shield of faith* (4 gp each), *ring of counter spells* (333 gp), *wand of magic missile* (5th level) (313 gp).

***Detect magic* results:** +1 *buckler* (Faint Abjuration), +1 *chain shirt* (Faint Abjuration), +1 *full plate* (Faint Abjuration), *cloak of charisma* +2 (Moderate Transmutation), *cloak of elemental protection* (Faint Abjuration), *cloak of resistance* +1 (Faint Abjuration), *gauntlet of ogre power* (Faint Transmutation), *gloves of dexterity* +2 (Moderate Transmutation), *periapt of wisdom* +2 (Moderate Transmutation), *rings of protection* +1 and +2 (Faint Abjuration), *potion of barkskin* (Faint Transmutation), *potion of cure moderate wounds* (Faint Conjuration), *potion of shield of faith* (Faint Abjuration), *ring of counter spells* (Moderate Evocation), *wand of magic missile* (5th level) (Faint Evocation).

Development: The soldiers fight to the death, but the sorcerer and cleric try to flee once at low hit points or when all soldiers are disabled.

As soon as they realize they are dealing with intruders from the Prime Material Plane they send out a fire mephit to sound the alarm in the city. This has little direct impact for the PCs unless they are truly slow. If the PCs take more then 30 minutes to search this part of the mansion the city guards arrive, forcing the PCs to flee either by disappearing into Room 14 or into the city (in which case the adventure is over). If the PCs made a deal with Mamoon's wives, though, they can send the guards away for the moment. Finding the guards is time-consuming, especially since the low-level adventurers outside are doing their work as well.

If any of the harssaf is captured alive they can tell the following (assuming proper pressure in the form of magic or Intimidation) is used:

- They are the best of the best, and they have a strong dislike for salamanders.
- Mamoon pays them well.
- Mamoon is at home in his private quarters in a meeting with Sturr.
- Mamoon's right-hand is a strange short squat creature without a nose and a big mouth. It has small horns on its head and chin (and it is definitely not a toad or frog). Its name is Sturr, and it is a powerful sorcerer.
- Mamoon recently acquired some fresh slaves from a world called the Flanaess.
- There is an envoy of the Grand Sultan in the guest quarters in the gardens. Mamoon has been stalling the envoy. They do not know why the envoy is here or why Mamoon is treating the envoy with such disdain. They stay clear of any of the internal power struggles of the efreeti.

They do **NOT** know of the portal, nor that Mamoon is a dao, nor about the existence of Karistyne.

SILICIS, THE GULGAR BUTLER

Read aloud or paraphrase the following when the PCs come across Silicis the first time. The text assumes he is ready for the PCs. You need to adapt the text if he is surprised.

This hulking humanoid creature is nearly as broad as it is tall. Its head is thick and long, with its lower face and jaws sloping down over its chest. It has two small rhinoceroslike ears high on its head and small black eyes set deep in its face. Its chin bears a thick crystalline horn that projects from it to stab in your direction, and two small crystalline tusks protrude

upward from its lower lip. The creature's skin is dark gray, and crystal protrudes from its shoulders and knuckles as well as its chin. Its hands have two broad and stubby fingers with thick crystal nails and an equally broad thumb. Well muscled, it stares grimly at you, making no sound.

The creature is a gulgar, a creature of the earth, who is named Silicis. It is described in *Monster Manual* III. He has been enslaved for a long time and he has lost any will to escape. He wouldn't know how to survive as a free creature. Compared to his previous masters, Mamoon treats him well, offering him frequent treats in the form of gems. Fearing that his comfortable life comes at an end with the destruction of his master, he reacts violently towards any uninvited guests and no amount of diplomacy can change this.

He lives in room 10, but his duties take him through the whole house and even into the city to buy supplies. Roll a d10 at the start of the event to see where he is at that time, ignoring a roll of 1. The number rolled is the room in which Silicis can be found. At the first sign of trouble, he sounds the alarm. He does not approach the PCs on his own, unless both groups of guards have been defeated already. He waits for them before initiating the attack.

If he hears fighting, he rushes to aid the harssaf guards. Remember that he has tremorsense 30 ft. and might note invisible and sneaking characters automatically. He also has the Sandskimmer feat and he is fast.

APL 10 (EL 12)

Silicis: male gulgar monk 6; hp 155; Appendix 1.

APL 12 (EL 14)

Silicis: male gulgar monk 10; hp 193; Appendix 1.

APL 14 (EL 16)

Silicis: male gulgar monk 12; hp 212; Appendix 1.

APL 16 (EL 18)

Silicis: male gulgar monk 14; hp 231; Appendix 1.

Tactics: Silicis' tactics depend on the situation. If alone, he focuses on spellcasters and lightly armored opponents, preferring to keep out of reach of the big fighters. He uses his superior mobility and knockback feat to achieve this. At the same time he prefers to keep spellcasters within reach by tripping and stunning them, hopefully killing them in a barrage of attacks. For example, he could try to knockback the main fighter with the first attack, switch to the caster and tripping him with the second, followed by a stun attack and one or more normal attacks.

If he is together with the harssaf guards he tries to keep the front-line fighters busy by tripping them, while the harssaf guards use their sandform ability to deal with potential spellcasters at the back. Although they are not above switching targets if doing so would make more sense. Both he and the harssaf are disciplined and well-trained.

Do not forget his Elusive Target feat at APL 12+, choosing opponents with big weapons as his favorite targets, hopefully denying them the bonus of their Power Attack (or even better give them a nasty surprise when outflanked by the PCs).

Treasure: Looting Silicis.

APL 10: Loot 83 gp; Magic *periapt of wisdom* +2 (333 gp).

APL 12: Loot 83 gp; Magic *periapt of wisdom* +2 (333 gp), *ring of protection* +2 (667 gp).

APL 14: Loot (83 gp); Coin (2 gp); Magic *monk's belt* (1,083 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +2 (667 gp).

APL 16: Loot 83 gp; Coin 2 gp; Magic *gloves of dexterity* +4 (1,333 gp), *monk's belt* (1,083 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +2 (667 gp), *vest of resistance* +2 (333 gp).

***Detect magic* Results:** *Gloves of dexterity* +4 (Moderate Transmutation), *monk's belt* (Moderate Transmutation), *periapt of wisdom* +2 (Moderate Transmutation), *ring of protection* +2 (Faint Abjuration), *vest of resistance* +2 (Faint Abjuration).

Development: Silicis fights to the death, and he is willing to keep the PCs busy while remaining harssaf guards might flee to get help. It is certainly conceivable, though, that the PCs capture him. The PCs need magic to get any information out of him, and a *charm monster* is not enough since he would not betray his master even to his best friend. With the aid of spells such as *detect thoughts*, though, the PCs can learn the following:

- Mamoon is not an efreet, but a dao.
- Mamoon's real home is on another plane and the portal is below his study.
- Mamoon keeps a human female imprisoned there, although he does not know who the human is let alone why Mamoon is so interested in her.
- He knows about Sturr, and he can give an accurate description of the witchknife sorcerer.
- He does NOT know how to activate the portal, nor does he know about the trap or the chasm torturer. He himself has never entered the Fire's Heart. The only reason he knows about the woman is because he needs to arrange for the food.

PART 3: THE FIRE'S HEART

The Fountain of Elements, a vortex of the four elements that warps the surrounding area, has formed the Fire's Heart. While it lies on the Elemental Plane of Earth, its unique origins create a blend of traits native to all four elemental planes.

- No element is dominant.
- Normal gravity.

- Magic works the same as on the Elemental Plane of Earth (see *Dungeon Master's Guide* page 155), except in the corridor with the water pool (as on the Elemental Plane of Water), inside the dust devil (as on the Elemental Plane of Air) or in Room 20 (as on the Elemental Plane of Fire).

Unless specified otherwise the corridors look like normal caves, except for the relative high temperatures (fluctuating around 75° Fahrenheit), and the strong air-currents. The caverns are roughly twice as high as wide. The sides of the caverns are wet, slippery and uneven, but still relatively smooth by the wind and water. Running or charging requires a DC 12 Balance check. Failure means the character can still act, but can't run or charge in this round. Unless specified otherwise the ever-present howling winds impose a –2 penalty on Listen checks.

ROOM 15: HALL OF STONE

Read aloud or paraphrase the following as soon as a PC steps through the gate in Area 14.

For an instant you have no idea what is up, down, left or right. It takes a few seconds to get your bearings, but you are certainly not in the City of Brass anymore. The oppressive dry heat and the smell of sulfur and smoke are gone. Instead, you find yourself in a warm dark moist cavern smelling of wet-earth with a hint of ozone and the acrid smell of acid. The cavern is 40 feet high, and there are two exists besides the obsidian altar you are standing on. A loud howling wind can be heard, and felt, coming from one of the exits, while a small stream flows out the second, splashing into a pool in the cave.

As soon as a creature has stepped through the gate a mental alarm alerts the inhabitants of the presence of guests. The guardians arrive at the start of the third round, possible catching the PCs while they are still split up. Allow the PCs a DC 18 Listen check (including +10 circumstance modifier due to being in the ground and the +4 modifier due to severe winds) to determine whether they are surprised or not.

The wind is considered severe in this room, although it gushes and twists throughout the room with no clear direction. Winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Unprotected flames extinguish automatically. Ranged weapon attacks and Listen checks are at a -4 penalty. Medium or smaller characters need to make a DC 15 Fortitude save to move for that round. If the save fails they can still act normally. Due to the nature of the cavern this wind only blows in this room and the corridor leading into room 16.

Creatures: Three earth elementals under the absolute control of Mamoon are patrolling the complex against intrusion. They focus more on intruders from the Elemental Plane of Earth itself and hence tend to patrol the region by gliding through the earth. All three are elite soldiers trained by the dao in the art of fighting. While they look like regular elementals, the fact that they wield armor and weapons show they are something more.

APL 10 (EL 12)

Earth Elemental Bashers (2): Huge earth elemental fighter 1/barbarian 1; hp 249 each; Appendix 1.

Earth Elemental Singer: Large earth elemental bard 8; hp 163; Appendix 1.

APL 12 (EL 14)

Earth Elemental Bashers (2): advanced Huge earth elemental fighter 2/barbarian 1; hp 318 each; Appendix 1.

Earth Elemental Singer: Huge earth elemental bard 8; hp 271; Appendix 1.

APL 14 (EL 16)

Earth Elemental Bashers (2): advanced greater earth elemental fighter 2/barbarian 1; hp 358 each; Appendix 1.

Earth Elemental Singer: greater earth elemental bard 2/war chanter 3; hp 300; Appendix 1.

APL 16 (EL 18)

Earth Elemental Bashers (2): advanced elder earth elemental fighter 2/barbarian 1; hp 426 each; Appendix 1.

Earth Elemental Singer: elder earth elemental bard 2/war chanter 3; hp 364; Appendix 1.

Tactics: The tactics of the earth elementals are straightforward: slash any intruder into bloody pulp as quickly as possible. Although at APL 16 they use Combat Expertise and Improved Trip to full effect. They realize that remaining clustered together allows them to be an easy victim of area spells. As such they have a tendency to come from two different directions, using their push/Improved Bull's Rush abilities/feats to make space.

The bard starts by buffing the two bashers at the back with his spells and songs before rushing into melee as well. They fight to the death.

Treasure: Looting the Earth elementals, note that the armor is unusable by the PCs, but they are pretty interesting for collectors (but the PCs do not get the full price for them). With the exception of the cloak all loot is pretty cumbersome; make sure the PCs can actually carry it.

All APLs: Loot 342 gp; Magic *cloak of charisma* +2 (333 gp).

***Detect magic* results:** *Cloak of charisma* +2 (moderate transmutation).

Development: Once the earth elementals are defeated the PCs are free to explore the complex.

If things go badly during the fight, the PCs can try and flee back through the portal. Remember that only 2 Medium creatures or 1 Large creature can pass through it at a time. Activating the portal from this side only requires a flame.

Note that the water in the stream is crystal clear and perfectly drinkable. The water seems to drain away from the pool as quickly as it is flowing into it. There are tracks in the mud of a medium-sized creature that regularly visited the pool to collect water with a large bucket. There is nothing special to be found in that cavern except for a large bubbling pool of water from which the stream flows. The stream lacks the mineral deposits normally associated with streams in caverns.

Note: If the PCs manage to defeat the elementals, and took the book from the study, and you are running short on time, simply assume they enter the fountain (see Room 16). *Before* signing the AR you need to ask in which element they bath.

ROOM 16: FOUNTAIN OF ELEMENTS

As soon as a PC approaches the corridor leading into this room the howling sound and the wind increases in strength. Read aloud or paraphrase the following when a character looks into the corridor:

The corridor ahead is blocked by what looks like a dust devil. The twirling dust blocks sight beyond, but you can see flashes of red-yellow light and pale-white light. Above the howling wind you also seem to hear the sound of thunder, the crackling noise of fire and the rushing sound of water.

The wind in the dust devil is as strong as in a windstorm. In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -8 penalty and ranged combat is impossible. Medium-sized or smaller characters need to make a DC 18 Fortitude save to get through the dust devil. Unless time is of the issue (such as during a fight), don't bother rolling the save since eventually the PCs should succeed.

After having passed through the dust devil you find yourself at the edge of a roughly spherical cavern. It has a diameter of around 30 feet, its deepest point 15 feet below you and its highest 15 feet above. In the center of the room floats a large vortex with a 5-feet radius circling around an ever-fluctuating center. It seems to be made out of liquid orange-red flames with sparks of fire flung into every direction through the room. While you are watching, the flames are replaced with green brown rubble from the center to the outside until all that remains is grinding rock and a cloud of acid that swirls through the room. The vortex creates a loud ruckus, making it difficult to hear anything else.

If the PCs observe the vortex for several minutes, the rocks and ice are replaced with ice and snow, followed by wind and lightning, which is replaced rubble and acid again. Each element remains dominant for 5 rounds. It takes 1 round before an element is completely replaced. The vortex radiates a strong Conjuration aura.

Anybody that enters the room takes 2d6 points of damage per round of an energy type similar to the dominant in the vortex at the time (fire for fire, cold for water, electricity for air and acid for earth). A PC that enters the vortex takes [½ x APL]d6 points of damage. During the rounds that two elements are present the damage is half of one and half of the other energy type. A character that takes damage feels an immense pain as parts of his flesh is replaced by the element dominant at the time.

Treasure: The Fountain of Elements is a magical location, and characters bathing in it can tap the energy inherent in it. (Refer to the Fountain of Elements AR favor detailed in the treasure section). The exact effects depend on the energy type dominant at the time and a PC only gains the power associated with the first energy type he bathes in. All other attempts only result in damage. For it to be effective the PC must take damage, even 1 point is enough. So a character that enters the vortex without taking any damage does **not** gain this AR item.

Mamoon used the fountain to acquire the fire sub-type, as did several of his other allies.

ROOM 17: THE TORTURER AND ITS PRISONER

Read aloud or paraphrase the following as soon as a PC has a clear view on the room:

The strength of the wind is lower in these parts of the caves and the stench of blood, sweat and feces leaves little doubt about the use of the cavern you are looking at. In the middle of the room lies a large stone slab with iron manacles attached to it. It is covered with blood smears, some old, some fresh. To the right are two cells each with a door made out of steel bars and a heap of wet moldy hay as a bed. The walls and floor of the main room is covered with all kinds of torture implements.

Tied to the slab is a middle-aged woman, sturdy build with blond hair and an olive colored skin. Her once fine clothes are shredded and she is covered in superficial cuts and wounds. Her eyes are closed, and at a first it is unclear glance whether she is alive or not. Standing next to the slab are two strange gnome-like hairless creatures with a coal black skin and three clawed hands red with blood. They grin wickedly at you, snarling "You like pain? We gladly give pain!" Flying in front of them is a large swarm of angry locusts that lunge in your direction as soon as they see you.

The woman on the slab is Karistyne. She is at 30 hp out of 129, and unconscious. Hiding above the entrance is Chazum the torturer. To spot him PCs need to succeed at a Spot check opposed by his Hide check.

Note: Chazum has been the target of an *anticipate teleportation* by Sturr the witchknife right-hand of Mamoon. Keep this in mind when running this encounter.

The wind is also not strong enough to affect combat.

Creatures: Besides Karistyne, Mamoon's torturer, Chazum and two cronies are in the room. Chazum is a chasm, a large-sized blue-black mosquito like tanar'ri (demon). Its two front paws end in large wicked looking claws. At APL 12+ there is a distinctive earthen hue to its appearance. Chasms are the torturers and taskmasters of the tanar'ri. More information can be found in *Fiendish Codex I: Hordes of the Abyss*.

The two smaller coal-black creatures are javocs, tanar'ri with a retributive aura. While not all too bright, they delight in bringing suffering to others, even going so far as to hurt one another to strike at others. While other tanar'ri are immune to their retributive aura, Karistyne is not. The tanar'ri do not care about her fate, relishing the thought of killing the person these pesky heroes are certainly trying to rescue.

The locust swarms, the amount depending on the APL, are summoned with an *insect plague* spell.

All APLs

Karistyne: female human paladin 15; hp 30 (out of 129). More information can found at http://www.wizards.com/default.asp?x=lg/lgmp/20050628a.

APL 10 (EL 12)

Chazum: advanced male chasm; hp 93; Appendix 1.

Advanced Jovocs (2): hp 60 each; Appendix 1.

Locust Swarms (3): hp 21 each; MM 239.

APL 12 (EL 14)

Chazum: male half-earth elemental advanced chasm; hp 115; Appendix 1.

Advanced Jovocs, (2): hp 92 each; Appendix 1.

Locust Swarms (3): hp 21 each; MM 239.

APL 14 (EL 16)

Chazum: male half-earth elemental advanced chasm; hp 139; Appendix 1.

Half-Earth Elemental Advanced Jovocs (2): hp 112 each; Appendix 1.

Locust Swarms (5): hp 21 each; MM 239.

APL 16 (EL 18)

Chazum: male half-earth elemental advanced chasm rogue 2; hp 197; Appendix 1.

Half-Earth Elemental Advanced Jovocs barbarian 1 (2): hp 209 each; Appendix 1.

Locust Swarms (5): hp 21 each; MM 239.

Tactics: Chazum always keeps his *see invisibility* active, and as soon as the alarm is sounded he casts *protection from good* on himself and on the javocs. He also casts *fly* on them so that they can avoid any damage from his *stone spikes*. At APL 12+ he casts *stone spikes* on the whole room (floor, ceiling and walls) and the first part of the corridor and *stoneskin* on himself. All of these are included in the stat blocks. Finally he uses *insect plague* to summon several swarms of locusts (*Monster Manual* 239). Finally he hides to wait until the PCs arrive, recasting any spells when their duration ends.

As soon as the PCs come within the room he comes into action, starting with a quickened *ray of enfeeblement* preferably on an opponent wearing heavy armor and an *unholy aura* making sure the two javocs are inside the aura. The next round he uses his *ray of enfeeblement* again in combination with targeted *dispel magic* or *telekinesis*, what ever seems more prudent. His favorite use of *telekinesis* is to disarm or bull rush opponents out of the way. Only when he is out of options does he go into direct melee. At APL 12+ he also uses *wall of stone* to separate the party. He only uses *iron body* in emergencies. The area of *earthquake* is too large for the region, and he fears Mamoon's reaction when it destroys the region, so he doesn't use it at all. If at 10% or less of his hit points he teleports away, never to return.

The javocs use a much simpler approach. They wait next to Karistyne, waiting for opponents to come to them. Although they are smart enough to fly out of sight when the PCs start to use ranged attacks against them. They are not particularly patient, and can be lured into charging the PCs eventually. Once at 15 hp or below they move underground to heal themselves and resurfacing shortly afterward to continue the fight. They don't fear damage, relishing in the damage each hit deals to their enemies. At APL 14+ they use their spell-like abilities only on the direction of Chazum, who orders them to use the *wall of stone* to separate the PCs and *spike stones* to cover an even larger area or to replace it when dispelled. The javocs fight to the death.

Note that as soon as they acquire the half-elemental (earth) template they become native to the Elemental Plane of Earth and are unaffected by spells that dismiss them.

Treasure: None.

Development: Since the main goal of the adventure is to liberate Karistyne, the PCs could rush in, grab her and flee the scene. If possible the demons follow. If the PCs get away, it counts as a full victory, granting XP as if the fiends were defeated. If Karistyne dies, success is still possible as long as the PCs recover the body in one piece. In that case the PCs earn slightly less XP as noted in the Experience Point section.

If Karistyne survives, it appears that she is poisoned. Removing the poison revives her, but she is a physical and mental wrack. A *heal* spell restores her body, but Sturr used his powers to dominate her and let her commit an evil act. She feels immensely guilty about it, and requires an *atonement* spell before she has access to her paladin's abilities again. She refuses to be healed if conscious while the PCs are still in danger, noting that is much wiser for the PCs to keep such resources for themselves, especially if they want to press on to kill Mamoon and Sturr. In that case, she keeps at the back and outside of combat or if the PCs prefer in another room.

If revived she cannot tell much. She has no clue why she was kidnapped, although her torturer was especially interested in her knowledge on Rary. She also thinks that Mamoon is an efreet. She is fully aware of Sturr and his mental powers, but overcome with shame she only mentions this when specifically asked.

Proceed to the Conclusion if the PCs leave for home with Karistyne or her body. Otherwise proceed with the adventure.

ROOM 18: STURR'S LIVING QUARTERS

The brass door is similar to a typical door in the mansion, and it is locked with a good quality lock. Sturr is the only one with the key.

Behind the brass door you find yourself looking at the living quarters of a medium-sized humanoid with a taste for luxurious things. The sides of the room are covered with brass plating, and a thick beautifully woven green carpet lies on the floor. A large mahogany desk stands against the wall across the door, writing gear and a set of ivory dice atop and several drawers below. An everburning torch provides light to read by. A comfortable chair stands before it. A double bed covered with green silk blankets stand to the right and you note a dressing room to the left behind a thin green silk curtain.

This is the living quarters of Sturr, a witchknife and Mamoon's right hand and partner in crime. Most of the time he is busy plotting in the City of Brass or even further abroad, but by a stroke of bad luck for the PCs he is present when they arrive. As soon as he hears the alarm, he rushes towards Mamoon, taking his more valuable treasure with him, leaving little of value in the room. For more details on him see Room 20 below.

If the PCs ransack the place they find several luxurious expensive clothes, the ivory dice and a couple of books on etiquette, political analysis, and languages. While interesting, these hold little value.

Treasure: Looting the chamber.

All APLs: Loot 100 gp.

ROOM 19: KITCHEN

Opening the brass door reveals what appears to be a small kitchen. A stone slab in the middle of the room functions as a table, and knives and pots dangle from the walls and ceiling. To the right you note what appears to be a supply closet and a red glow comes from what appears to be an oven directly across the door.

Unlike the demons or Mamoon, Sturr and Karistyne require food. There is nothing special to be found here. The oven is heated from a small pit of magma.

ROOM 20: ASSASSIN'S HEART

The brass door is similar to a typical door in the mansion, and it is locked with a good quality lock. Sturr is the only one with the key. Behind the door there is a white opaque fog wall due to the permanent *Mordekainen's private sanctum*. Read aloud or paraphrase the following once a PC steps through the wall (and remember it blocks vision and sound in only one direction). If the PCs have spells running that detect magic or pierce illusions adjust the description of the room below.

Behind the door the corridor makes a sharp twist to the right widening slightly until it ends at a pool of bubbling magma. The floor is dry and perfectly smooth. The walls of the corridor are adorned with carpets showing scenes from some kind of alien underground city inhabited by giants and all kinds of earth elemental creatures. A large comfortable rocking chair made of red-glowing brass stands next to the pool. A particular large, richly dressed efreet sits in the chair. He looks curiously at you, "Enemies of Mamoon I presume, perhaps we can make an alliance of some kind against our common enemy?"

Mamoon starts this encounter hidden behind an illusionary wall, as is Sturr. They communicate with one another through telepathy. Mamoon probably has heard the PC's approaching, and has a *persistent image* running, simulating an efreet in the back of the room. The efreet acts 'nice' to the PC's, telling them that he is the one who captured Karistyne from his rival Mamoon, to put Mamoon in a bad light. There is no need to fight as it's not in each other's best interest. The efreet claims to belong to the Grand Sultan's court.

If the PC's do not see through the ruse, and Karistyne is still with the PC's, Mamoon tells Sturr that they must die. In this case they initiate combat. If the PCs do not fall for the ruse, perhaps requiring opposed Bluff checks against Mamoon's or Sturr's Sense Motive check to keep Mamoon fooled, or attack, Mamoon and Sturr start the fight. Mamoon might try to keep the PC's busy with the *persistant image*, but if it's clear the PC's are aware it's an illusion, they start hit and run, as given in the tactics section below.

Creatures: At 11 feet tall, Mamoon is tall for a dao, and unlike most dao he is slender as well. He has short curly black hair, and his pupil-less eyes have the color of red marble. He has a short well-cropped beard and wears dark colored silk clothes. More information on dao's can be found in *Manual of the Planes* on page 172 although Appendix 1 contains enough information to run this encounter. Note that the version in *Manual of the Planes* is from 3.0 edition, and it has been converted to 3.5 for this adventure.

Mamoon is supported by his right-hand: the powerful witchknive sorcerer Sturr. Witchknives, or athemes as they call themselves, are detailed in *Monster Manual* III page 194. These pink-skinned, hairless squat humanoids are feared for their ability to control others with their voice and their control over sound. Sturr is even more dangerous due to his sorcerer abilities and power over fate. He is good friends with Mamoon, as far as two evil creatures can be friends, seeing him as a way to gain control over the Grand Sultan's Court and the efreeti and through that control bring his race one step closer to its racial heritage of total world domination. He wears loose fitting red clothes.

APL 10 (EL 12)

Mamoon: male dao assassin 8; hp 151; Appendix 1.

Sturr: male witchknife sorcerer 9/fatespinner 2; hp 133; Appendix 1.

APL 12 (EL 14)

Mamoon: male dao assassin 10; hp 186; Appendix 1.

Sturr: male witchknife sorcerer 9/fatespinner 4; hp 142; Appendix 1.

APL 14 (EL 16)

Mamoon: male advanced dao assassin 10; hp 224; Appendix 1.

Sturr: male witchknife sorcerer 11/fatespinner 2; hp 199; Appendix 1.

APL 16 (EL 18)

Mamoon: male advanced dao assassin 10; hp 262; Appendix 1.

Sturr: male witchknife sorcerer 12/fatespinner 5; hp 212; Appendix 1.

Tactics: Sturr starts with a Silent Spell (probably *confusion*, or *mass hold person*). Mamoon will have taken the time to study one of the non-fighters and try a death attack, without getting in reach of any fighters. Mamoon does a hit and run, and primarily tries to prevent full attacks. When moving away, he might consider using *deathsight* on a next target, and using *vital strike* to actually get the required sneak attack so he can do a death attack. If any PC is held, it will be a prime target for Mamoon with Death Blow. Taking a few points of power attack would make this a near-certain kill. Sturr can do *dismissals*, *dominate persons*, or other spells to hold back those which are not dominated, mostly silenced using Silent Spell, unless Sturr thinks he can get away with it. Dominated opponents are simply directed to stay away from their friends, as they are something to take care of later. If Sturr is discovered, he might consider *greater command* (hold), followed with possibly a *mind fog* so as to keep everyone in the command busy.

Sturr's goal is to do as much disabling as possible so Mamoon can finish off opponents quickly. If Mamoon seems to be in trouble, he might try to dispel or deliberately target the threat, as both are very intelligent and aware that they need the other to survive a fight.

Treasure: Looting Mamoon and Sturr.

APL 10: Loot 51 gp; Coin 83 gp; Magic *+1 large glaive* (193 gp), *+1 large shadow mithral shirt* (496 gp), *cloak of charisma* +2 (333 gp), *goggles of the night* (1,000 gp), *vest of resistance* +2 (333 gp).

APL 12: Loot 51 gp; Coin 166 gp; Magic *+1 large glaive* (193 gp), *+1 large shadow mithral shirt* (496 gp), *cloak of charisma* +4 (1333 gp), *goggles of the night* (1,000 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +2 (333 gp).

APL 14: Loot 51 gp; Coin 166 gp; Magic *+1 large glaive* (193 gp), *+1 large shadow mithral shirt* (496 gp), *amulet of health* +4 (1333 gp), *cloak of charisma* +4 (1,333 gp), *goggles of the night* (1,000 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +3 (750 gp).

APL 16: Loot 51 gp; Coin 166 gp; Magic *+1 large glaive* (193 gp), *+1 large shadow mithral shirt* (496 gp), *amulet of health* +4 (1,333 gp), *cloak of charisma* +6 (3,000 gp), *goggles of the night* (1,000 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +4 (1,333 gp).

***Detect magic* results:** *+1 large glaive* (Faint Evocation), *+1 large shadow mithral shirt* (Faint Illusion), *amulet of health* +4 (Moderate Transmutation), *cloak of charisma* +2, +4 *and* +6 (Moderate Transmutation), *goggles of night* (Faint Transmutation), *headband of intellect* +2 (Moderate Transmutation), *vest of resistance* +2, +3 *and* +4 (Faint Abjuration).

Development: If the PCs fall for the ruse and Karistyne is not with the PCs Mamoon has no trouble letting the PC's go. In fact, he actively encourages the PCs to do as much damage as they can to the house of Mamoon on their way back. Mamoon has then escaped without any problems and with a good ruse 'as the PC's just intervened when he was readying his prize for the Sultan'. He is willing to return Karistyne's stolen equipment as extra enticement to leave the place. Since he is not Mamoon, he obviously cannot free Mamoon's wives.

If it comes to a fight, neither Mamoon nor Sturr fight to the death. If at 30 hit points or below they flee using the most prudent method. If at all possible, Mamoon uses his *plane shift* ability to flee together with Sturr. If that is not possible, he just disappears into the walls not to return. Neither he nor Sturr surrender, fully

expecting to be tortured for information and eventually killed.

In the unlikely case of capture, both say anything to keep themselves alive, blaming the other for the whole idea. Only with the aid of magic might the PCs learn the following:

- Mamoon was hired by the Grand Sultan to kill Karistyne as some kind of gift to a mortal sorcerer known as Rary.
- Mamoon feared Rary, and hoped that Karistyne would have some useful information to be used against Rary at an opportune time.
- He is likely to be killed by the Grand Sultan over ignoring the Sultan's orders, although he might be able to talk his way out of this mess by blaming Silicin or somebody else. It is the reason why he kept away from the PCs this long, hoping they would be gone so that it would be much easier to do the damage control

Regardless of whether or not Mamoon escapes, once defeated, the PCs have all the time to search the cavern. Here they find Karistyne's equipment. He has his wives' binding items with him though, so unless they killed him, the PCs cannot free his wives.

Proceed with the Conclusion section picking the applicable section based on the results.

CONCLUSION

For PCs that freed Karistyne, read Conclusion A: success.

For PCs that failed to do so, read Conclusion B: failure.

If the PCs freed Mamoon's wives you should also read Conclusion C: Grateful Wives.

CONCLUSION A: SUCCESS

The text below assumes the PCs rescued Karistyne alive. If this is not the case you need to adapt the text where necessary. As long as they retrieved her corpse, it counts as a success, since her allies can easily afford to resurrect her.

Back in cold and wet Hardby you drop off Karistyne in the local temple of Pelor to recover from her ordeal. From there, you immediately go to the Crone's Head to report the good news to Thrics. It is rather busy in the common room, but it is difficult to miss Thrics and from the look on his face you suspect he already knows. Smiling, he ushers you to sit down, eager to hear your report, offering you a drink. He lets you tell your story, interrupting you many times, asking for clarifications, and apparently already composing a song about your deeds.

Once you are finished, he smiles, "You have done a great service to Oerth and me and my friends will not forget it. Few, if any would have duplicated your feat and if you don't mind I would gladly tell this story to the world. Please, enjoy your evening, the drinks are on me. I have to leave you to tell my friends." With that he drops a pouch of coins on the table, quickly speaks a few words with the innkeeper and strides out, whistling a merry tune.

Once the PCs have given Thrics the good news, he gladly pays them the agreed upon price. In addition the PCs also earn the Favor of Tenser.

Treasure: Reward for rescuing Karistyne.
APL 10: Coin 1,000 gp.
APL 12: Coin 1,200 gp.
APL 14: Coin 1,400 gp.
APL 16: Coin 1,600 gp.

CONCLUSION B: FAILURE

Read aloud or paraphrase the following text when the PCs return to the Flanaess without Karistyne or her corpse.

Once back in cold and wet Hardby you go to the Crone's Head to report to Thrics of your failure. It is rather busy in the common room, but it is difficult to miss Thrics and from the look on his face you suspect he already knows. Grim-faced, he ushers you to sit down, eager to hear your report. He lets you tell your story, only interrupting you a few times, asking for clarifications.

Once you are finished, he stares at you grimly, "Oerth has lost a great champion for good and the good people of the Abbor-Alz and the Bright Desert will suffer for it. I will inform her friends, she will be missed. Perhaps I can mount a second rescue attempt if it is not too late…"

"As for a reward, the agreement was to pay you for her rescue, or barring that, the recovery of her corpse. Hopefully you have more success in the future. May Pelor brighten your days." With that he rises, walking away, shoulders slumped in grief.

The PCs gain no additional rewards in addition to what they found in the Burning Mansion.

CONCLUSION C: GRATEFUL WIVES

The text below is independent of the PCs success in retrieving Karistyne. It is assumed that the PCs leave for Greyhawk without returning to the mansion. If the PCs do return to the mansion to destroy the items within sight of the four wives you need to adjust the text.

It has been some days since you have left the City of Brass and you are enjoying some well earned free time to catch up with your friends in a local tavern. Out the corner of your eye, you note four beautiful women, a dwarf, elf, human and halfling enter. Each wears loose fitting, expensive clothes, each of a different color: white for the dwarf, black for the elf,

green for the human and blue for the halfling. When they see you, they approach you, the halfling in the lead. There is something familiar about them.

"Greetings," the halfling starts with a melodic voice, "our apologies for the different forms, but our true forms would draw too much attention in this world. We are extremely grateful for our rescue, and we need to repay the debt. Is there anything we can give or teach you?" With a shock you realize these four are the wives of Mamoon that you have set free a couple of days ago.

By rescuing Mamoon's wives they earn their favor. Each is a master craftsman and they gladly craft something special for the PC as a gift or teach the character what little knowledge they have. The gain the following favor:

Grateful Wives: You fulfill the special requirements of the Elemental Savant (CA) prestige class, and gain access to the Elemental Warrior prestige class (*Planar Handbook*).

In addition each wife provides one-time access to 1 item from a list specific to each wife. Scratch the favor of that wife when spend. The remaining wives' favors can still be used.

Jaheira: Upgrade a suit of armor or shield with *cold resistance*, or *fire resistance* (and *improved*) or upgrade a single weapon with the *bane* (*elementals*), *bane* (*outsider*, element of choice), *flaming*, and *flaming burst*. Or simply upgrade a suit of armor or weapon by +1 (max +5).

Khunufseh: Upgrade an *amulet of health* or a *periapt of wisdom* by +2 (max +6) or an *amulet of mighty fist*, *amulet of natural armor*, *bracers of armor* by +1 (max +5).

Safana: *shirt of bone*, *shirt of chains*, *shirt of ironskin*, *shirt of the moon*, *shirt of resilience*, *shirt of the treant* (all are from the MH).

Zobeida: *cloak of the manta ray*, *pearl of the sirines*, *stone of good luck* or upgrade a *cloak* or *vest of resistance* by +1 (max +5).

CAMPAIGN CONSEQUENCES

This adventure has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign.

A form can be found in Appendix 4 at the end of the adventure repeating the questions below. Deliver this form to the Senior DM, who than mails the answers to rolspeel@planet.nl as soon as possible. General comments about the adventure are also welcomed at this address.

1. What APL did you play?
2. Did the PCs made a deal with Mamoon's wives?
3. Did the PCs free Karistyne?
4. Did Karistyne die?
5. Did the PCs kill Mamoon? Or was he captured?
6. Did the PCs free Mamoon's wives?
7. Did the PCs retrieve Karistyne's equipment?
8. Did any PC die?

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Defeating the harssaf guards

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Defeating the gulgar butler

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Bypassing/disabling sandblast trap

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Defeating the earth elementals

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Liberating Karistyne

The value between the brackets is given when Karistyne died, but the body retreived.

APL 10	360 (300) XP
APL 12	420 (360) XP
APL 14	480 (420) XP
APL 16	540 (480) XP

Defeating Mamoon

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Freeing Mamoon's wives

APL 10	130 XP
APL 12	150 XP
APL 14	180 XP
APL 16	200 XP

Discretionary roleplaying award

APL 10	140 XP
APL 12	165 XP
APL 14	180 XP
APL 16	205 XP

Total Possible Experience

APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 XP
APL 16	4,050 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Part 1: Room 7 – Kitchen

Looting the expensive cutlery:

All APLs: Coin: 50 gp.

Part 1: Room 9 – Cellar

Finding the expensive wine:

All APLs: Coin: 50 gp.

Part 1: Room 11 – Harem

Looting the four genies:

APL 10: Loot 129 gp; Coin 100 gp; Total 220 gp.

APL 12: Loot 229 gp; Coin 100 gp; Magic 500 gp; *cloak of charisma* +2 (333 gp), *ring of protection* +1 (167 gp); Total 829 gp.

APL 14: Loot 349 gp; Coin 100 gp; Magic 466 gp; +1 *large mithral chain shirt* (183 gp), *cloak of charisma* +2 (333 gp), *ring of protection* +1 (167 gp), *cloak of resistance* +1 (83 gp); Total 915 gp.

APL 16: Loot 320 gp; Coin 100 gp; Magic 1379 gp; +1 *large chain shirt* (113 gp), +1 *large mithral chain shirt* (183 gp), *cloak of charisma* +2 (333 gp), 3x *rings of protection* +1 (167 gp each), 3x *cloaks of resistance* +1 (83 gp each); Total 1,799 gp.

Part 2: The Harssaf Guards

Looting the guards:

APL 10: Loot 546 gp; Coin 4 gp; Magic 849 gp; 4x +1 *chain shirts* (104 gp each), 2x *cloaks of elemental protection* (83 gp each), *ring of protection* +1 (167 gp), 4x *potions of cure moderate wounds* (25 gp each); Total 1,399 gp.

APL 12: Loot 409 gp; Coin 14 gp; Magic 1,626 gp; 4x +1 *chain shirts* (104 gp each), +1 *full plate* (221 gp), *cloak of charisma* +2 (333 gp), 2x *cloaks of elemental protection* (83 gp each), 2x *rings of protection* +1 (167 gp each), 8x *potions of barkskin* (4 gp each), 5x *potions of cure moderate wounds* (25 gp each); Total 2,050 gp.

APL 14: Loot 409 gp; Coin 14 gp; Magic 2,983 gp; 4x +1 *bucklers* (97 gp each), 4x +1 *chain shirts* (104 gp each), +1 *full plate* (221 gp), *cloak of charisma* +2 (333 gp), 2x *cloaks of elemental protection* (83 gp each), 4x *cloaks of resistance* +1 (83 gp each), *periapt of wisdom* +2 (333 gp), 2x *rings of protection* +1 (167 gp each), 8x *potions of barkskin* (4 gp each), 5x *potions of cure moderate wounds* (25 gp each), *wand of magic missile* (5th level) (313 gp); Total 3,406 gp.

APL 16: Loot 409 gp; Coin 14 gp; Magic 5,690 gp; 4x +1 *bucklers* (97 gp each), 4x +1 *chain shirts* (104 gp each), +1 *full plate* (221 gp), *cloak of charisma* +2 (333 gp), 2x *cloaks of elemental protection* (83 gp each), 4x *cloaks of resistance* +1 (83 gp each), 4x *gauntlets of ogre power* (333 gp each), *gloves of dexterity* +2 (333 gp), *periapt of wisdom* +2 (333 gp), 2x *rings of protection* +2 (667 gp each), 8x *potions of barkskin* (4 gp each), 5x *potions of cure moderate wounds* (25 gp each), 8x *potions of shield of faith* (4 gp each), *ring of counter spells* (333 gp), *wand of magic missile* (5th level) (313 gp); Total 6,113 gp.

Part 2: Silicis

Looting Silicis:

APL 10: Loot 83 gp; Coin 0 gp; Magic 333 gp; *periapt of wisdom* +2 (333 gp); Total 416 gp.

APL 12: Loot 83 gp; Coin 2 gp; Magic 1,000 gp; *periapt of wisdom* +2 (333 gp), *ring of protection* +2 (667 gp); Total 1,085 gp.

APL 14: Loot 83 gp; Coin 2 gp; Magic 2,083 gp; *monk's belt* (1,083 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +2 (667 gp); Total 2,168 gp.

APL 16: Loot (83 gp); Coin (2 gp); Magic *gloves of dexterity* +4 (1,333 gp), *monk's belt* (1,083 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +2 (667 gp), *vest of resistance* +2 (333 gp); Total 3,834 gp.

Part 3: Room 15 – Hall of Stone

Looting the earth elemental guards

All APLs: Loot 342 gp; Magic 333 gp; *cloak of charisma* +2 (333 gp); Total 675 gp.

Part 3: Room 20 – Assassin's Heart

Looting Mamoon and Sturr:

APL 10: Loot 51 gp; Coin 83 gp; Magic 2,355 gp; +1 *large glaive* (193 gp), +1 *large shadow mithral shirt* (496 gp), *cloak of charisma* +2 (333 gp), *goggles of the night* (1,000 gp), *vest of resistance* +2 (333 gp); Total 2,489 gp.

APL 12: Loot 51 gp; Coin 166 gp; Magic +1 *large glaive* (193 gp), +1 *large shadow mithral shirt* (496 gp), *cloak of charisma* +4 (1333 gp), *goggles of the night* (1,000 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +2 (333 gp); Total 3,905 gp.

APL 14: Loot (51 gp); Coin (166 gp); Magic +1 *large glaive* (193 gp), +1 *large shadow mithral shirt* (496 gp), *amulet of health* +4 (1333 gp), *cloak of charisma* +4 (1,333 gp), *goggles of the night* (1,000 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +3 (750 gp); Total 5,655 gp.

APL 16: Loot (51 gp); Coin (166 gp); Magic +1 *large glaive* (193 gp), +1 *large shadow mithral shirt* (496 gp), *amulet of health* +4 (1,333 gp), *cloak of charisma* +6 (3,000 gp), *goggles of the night* (1,000 gp), *headband of intellect* +2 (333 gp), *vest of resistance* +4 (1,333 gp)Total 7,905 gp.

Total Possible Treasure

APL 10: Total—5,299 gp.

APL 12: Total—8,544 gp.

APL 14: Total—12,919 gp.

APL **16**: Total—20,426 gp.

Treasure Cap

APL 10: 4,600 gp.

APL 12: 6,600 gp.

APL 14: 13,200 gp.

APL 16: 19,800 gp.

ADVENTURE RECORD ITEMS

Souvenirs from the City of Brass: You gain adventure access to the following items (S = *Sandstorm*, P = *Planar Handbook*):

Mundane—desert outfit[S], filtermask[D], fireproof parchment[P], fireproof clothing[P] (can be applied to new cloathing only), fireproof spellbook[P], heatsuit outfit[S], keepcool salve[S], liquid embers[P].

Magic—+1 *bane* (*elementals*) *falchion*, +1 *icy burst longspear*, *ring of elemental adaptation*[P], *ring of minor energy resistance* (*fire*), *ring of minor energy resistance* (*cold*).

☛**Fountain of Elements:** You have bathed in the Fountain of Elements and have been infused with the element dominant at the time (scratch the others). To activate the abilities associated with the dominant element you must perform a ritual, which costs 1 TU and 35,000 gp. Once activated you gain the following as extraordinary abilities:

Air: You gain the Air-subtype (but without a fly speed or maneuverability rating). Instead, you gain the powers of *winged boots* without taking up a magic item body slot. You also gain a +1 competence bonus on your caster level for any spell with the air or electricity descriptor.

Fire: You gain the fire-subtype, becoming immune to fire, and vulnerable to cold. You also gain a +1 competence bonus on your caster level for any spell with the fire descriptor.

Earth: You gain the earth-subtype (but without a burrow speed). Instead, you gain damage reduction 3/adamantine. You also gain a +1 competence bonus on your caster level for any spell with the acid or earth descriptor.

Water: You gain the cold-subtype, becoming immune to cold, and vulnerable to fire. You also gain a +1 competence bonus on your caster level for any spell with the cold or water descriptor.

☛**Favor of Tenser:** Choose one of the following effects before signing the AR. It might have additional effects in future adventures. An 'Ally of Tenser' (as noted on other ARs) can select two items.

- Remove 1 disfavor with Karistyne from a previous AR. Add 3 arcane spells to your spellbook for the normal cost and rules. These spells can be of any level, but must be from the Open access list.
- Add 3 arcane spells to your spellbook for the normal. These spells can be of any level, but must be from the Open access list. (You must abide by the rules in the LGCS when choosing spells.)
- You gain access to the following spells (assuming they are on the spell list of your class): *avoid planar effects, planar bubble, planar tolerance.*
- You gain one-time access to **one** of the following items. You can buy these after any future adventure, but scratch this favor once used: *manual of bodily health +1, manual of gainful exercise +1, manual of quickness of action +1, tome of clear thought +1, tome of leadership and influence +1, tome of understanding +1.*

☛**Grateful Wives:** You fulfill the special requirements of the Elemental Savant (*Complete Arcane*) prestige class, and gain access to the Elemental Warrior prestige class (*Planar Handbook*).

In addition, each wife provides one-time access to one item from a list specific to each wife. You must still pay full normal price for the item or upgrade. Scratch the favor of that wife when spent. (The remaining wives' favors can still be used).

Jaheira: Upgrade a suit of armor or shield with *cold resistance*, or *fire resistance* (or *improved cold* or *fire resistance*) or upgrade a single weapon with the *bane* (*elementals*), *bane* (*outsider*, element of choice), *flaming*, or *flaming burst*. Or simply upgrade a suit of armor or weapon by +1 (max +5).

Khunufseh: Upgrade an *amulet of health* or a *periapt of wisdom* by +2 (max +6) or an *amulet of mighty fist, amulet of natural armor*, or *bracers of armor* by +1 (max +5).

Safana: Purchase a *shirt of bone, shirt of chains, shirt of ironskin, shirt of the moon, shirt of resilience, shirt of the treant* (all from *Miniature's Handbook*).

Zobeida: Purchase a *cloak of the manta ray, pearl of the sirines, stone of good luck* or upgrade a *cloak* or *vest of resistance* by +1 (max +5).

ITEM ACCESS

APL 10:

- *+1 mithral shadow chain shirt* (Adventure; DMG; *5,850 gp*)
- *Cloak of elemental protection* (Adventure; MH)
- *Goggles of the night* (Adventure; DMG)
- Huge masterwork greatsword (Adventure; DMG)
- Large masterwork scimitar (Adventure; DMG)
- Large mithral chain shirt (Adventure; DMG)
- *Vest of resistance +2* (Adventure; *Complete Arcane*)

APL 12 (all of APL 10 plus the following):

- *Cloak of charisma +4* (Adventure; DMG)
- *Ring of protection +2* (Adventure; DMG)

APL 14 (all of APLs 10-12 plus the following):

- *Amulet of health +4* (Adventure; DMG)
- Large masterwork chain shirt (Adventure; DMG)
- Large masterwork falchion (Adventure; DMG)
- *Monk's belt* (Adventure; DMG)
- *Vest of resistance +3* (Adventure; *Complete Arcane*)
- *Wand of magic missile* (Adventure; CL 5; DMG)

APL 16 (all of APLs 10-14 plus the following):

- *Gloves of dexterity +4* (Adventure; DMG)
- *Ring of counterspells* (Adventure; DMG)
- *Vest of resistance +4* (Adventure; *Complete Arcane*)

PART 1: ROOM 11 – THE HAREM

KHUNUFSEH **CR 8**

Female genie (dao*) rogue 2
*see *Manual of the Planes* 172
NE Large outsider (earth, fire)
Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +13
Languages Aquan, Common, Terran, telepathy 100 ft.

AC 24, touch 12, flat-footed 21; Combat Expertise, Dodge, Mobility
(-1 size, +3 Dex, +4 armor, +8 natural)
hp 86 (10 HD)
Immune fire
Resist evasion
Fort +10, **Ref** +12, **Will** +8
Weakness cold vulnerability, earth mastery

Speed 20 ft. (4 squares); earth glide
Melee Large mwk scimitar +15/+10 (1d8+8/8-20)
Space 10 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +18
Atk Options earth mastery, push, sneak attack +1d6
Special Actions change shape, *plane shift*
Spell-Like Abilities (CL 19th):
At will–*detect good, detect magic, gaseous form, invisibility, misdirection, passwall, persistent image, wall of stone*
3/day–*move earth, transmute rock to mud*

Abilities Str 20, Dex 16, Con 18, Int 13, Wis 14, Cha 18
SQ outsider traits, trapfinding
Feats Combat Expertise, Dodge, Mobility, Weapon Focus (scimitar)
Skills: Appraise +12, Bluff +10, Craft (goldsmith) +12, Craft (gemcutting) +12, Diplomacy +13, Intimidate +21, Knowledge (the Planes) +12, Perform (dance) +13, Sense Motive +13, Spellcraft +12, Spot +13, Tumble +12.
Possessions Large masterwork scimitar, mithral chain shirt

Change Shape (Su) Khunufseh can assume the form of any Small, Medium, or Large humanoid or giant.
Earth Glide (Ex) Khunufseh can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) Khunufseh gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If the opponent is airborne or waterborne, he suffers a –4 penalty on attack and damage rolls.
Plane shift (Sp) Khunufseh can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports him and up to eight other creatures, provided they al link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).
Push (Ex) Khunufseh can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to his opposed Strength checks.

PART 1: ROOM 14 – THE STONE PORTAL

SAND BLAST TRAP **CR 12**

Description: See encounter description.
Search DC 27; **Type** mechanical/magical

Trigger proximity (*alarm*); **Init** +6
Effect razor sharp sand blast (12d6 Bludgeoning and Piercing), Reflex DC 22 half (each affected section)
Duration 15 rounds
Destruction AC 22, hardness 8, hp 22 (each tube)
Disarm Disable Device 27 (each square)

PART 2: HARSSAF GUARDS

HARSAFF BLINDER **CR 7**

Female harsaff* sorcerer 4
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +4; **Senses** blindsense 30 ft.; Listen +11, Spot +11
Aura flaming (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 22, touch 15, flat-footed 18
(+1 deflection, +4 Dex, +4 armor [*mage armor*], +3 natural)
hp 90 (10 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fire
SR 21
Fort +8, **Ref** +12, **Will** +9
Weakness cold vulnerability

Speed 30 ft. (6 squares), burrow 10 ft.; Sandskimmer
Melee kukri +9/+4 (1d4+1/18-20 plus 1d6 fire)
Ranged crossbow +12 (1d8/19-20)
Base Atk +8; **Grp** +9
Special Actions sand form, sand pulse (DC 20)
Combat Gear *cloak of elemental protection*
Sorcerer Spells Known (CL 4th; +12 ranged touch):
2nd (4/day)—*glitterdust* (DC 18)
1st (7/day)—*mage armor*†, *magic missile, ray of enfeeblement*
0 (6/day)—*acid splash, detect magic, message, ray of frost, read magic, resistance*
† Already cast

Abilities Str 12, Dex 18, Con 20, Int 13, Wis 10, Cha 19
SQ outsider traits
Feats Ability Focus (sand pulse), Alertness, Greater Spell Focus (Conjuration), Lightning Reflexes, Sandskimmer, Spell Focus (Conjuration)
Skills: Concentration +11, Hide +6, Knowledge (nature) +6, Listen +11, Move Silently +6, Spellcraft +7, Spot +11
Possessions combat gear plus kukri, light crossbow, spell component pouch, *ring of protection* +1

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.
Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous form* spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.
Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 20 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

Harssaf Medic CR 7

Male harssaf* cleric 4
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +2; **Senses** blindsense 30 ft.; Listen +14, Spot +14
Aura flaming (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 25, touch 11, flat-footed 24
(+1 Dex, +8 armor, +2 shield, +4 natural)
hp 98 (10 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fire
SR 21
Fort +11, **Ref** +10, **Will** +12
Weakness cold vulnerability

Speed 20 ft. in full plate (4 squares), burrow 5 ft.
Melee mwk heavy mace +14/+9 (1d8+4 plus 1d6 fire)
Base Atk +9; **Grp** +13
Special Actions sand form, sand pulse (DC 18), strength domain 1/day (+4 enhancement bonus to strength for 1 rd)
Combat Gear *cloak of elemental protection*
Cleric Spells Prepared (CL 8th):
2nd—*bull strength*[D], *calm emotion* (DC 15), *cure moderate wounds*, *hold person* (DC 15)
1st—*bless*, *cure light wounds* (2), *enlarge person*[D], *sanctuary* (DC 14)
0—*cure minor wounds*, *detect magic*, *guidance* (2), *read magic*
D: Domain spell. Deity: the Desert. Domains: Fire, Strength

Abilities Str 18, Dex 14, Con 20, Int 13, Wis 16, Cha 12
Feats Alertness, Improved Natural Armor, Lightning Reflexes, Practiced Spellcaster, Sandskimmer, Skill Focus (Concentration)
Skills: Concentration +14, Heal +9, Knowledge (nature) +10, Listen +14, Spellcraft +5, Spot +14
Possessions combat gear plus masterwork heavy mace, 2 kukris, masterwork full plate, masterwork heavy steel shield, spell component pouch, silver holy symbol

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.
Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous form* spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.
Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 18 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

Harssaf Soldier CR 7

Male/Female harssaf fighter 2
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +4; **Senses** blindsense 30 ft.; Listen +12, Spot +12
Aura flaming (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 22, touch 14, flat-footed 18; Dodge, Mobility
(+4 Dex, +5 armor, +3 natural)
hp 81 (8 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fire
SR 19
Fort +10, **Ref** +11, **Will** +5
Weakness cold vulnerability

Speed 30 ft. in chain shirt (6 squares), burrow 10 ft.; Spring Attack
Melee mwk guisarme +15/+10 (2d4+7 plus 1d6 fire/x3) or mwk kukri +14/+9 (1d4+4 plus 1d6 fire/18-20)
Ranged mwk crossbow +13 (1d8/19-20)
Reach 5 ft. (10 ft. with guisarme)
Base Atk +8; **Grp** +13
Atk Options Improved Trip (+9)
Special Actions sand form, sand pulse (DC 17)
Combat Gear *potion of cure moderate wounds*, 2 tanglefoot bags, 2 flasks of acid

Abilities Str 21, Dex 18, Con 20, Int 13, Wis 10, Cha 10
Feats Alertness, Combat Expertise, Dodge, Improved Trip, Lightning Reflexes, Mobility, Spring Attack
Skills: Hide +7, Jump +6, Listen +12, Move Silently +7, Spot +12
Possessions combat gear plus masterwork guisarme, masterwork kukri, 2 kukris, masterwork light crossbow, *+1 chain shirt*

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.
Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous form* spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.
Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 17 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

PART 2: SILICIS, THE GULGAR BUTLER

Silicis CR 12

Male gulgar* monk 6
*see *Monster Manual* III 78
LN Large monstrous humanoid (earth)
Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Listen +14, Spot +1
Languages Ignan, Terran

AC 29, touch 15, flat-footed 29; Deflect Arrows, Dodge, Mobility
(-1 size, +6 armor [*greater mage armor*], +1 class, +0 Dex, +8 natural, +5 Wisdom)
hp 155 (16 HD); **DR** 10/adamantine
Immune disease, sonic
Resist evasion
Fort +13, **Ref** +12, **Will** +17 (+19 against enchantment spells and effects)

Speed 50 ft. (10 squares); Sandskimmer
Melee adamantine fist +20/+15/+10 (2d6+7) and
adamantine gore +15 (2d6+3) or
Melee adamantine fist +19/+19/+14/+10 (2d6+7) with flurry of blows and
adamantine gore +14 (2d6+3)
Ranged Large mwk mighty composite longbow +15/+10/+5 (2d6+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +14; **Grp** +25
Atk Options Improved Trip (+15), Knockback, Power Attack, Powerful Charge (+2d6), Stunning Fist 8/day (DC 25), crystalline bone (magic)
Special Actions sonic pulse (DC 20)

Abilities Str 24, Dex 10, Con 20, Int 10, Wis 20, Cha 10
SQ Slow fall 30 ft., stability, subsonic speech
Feats Ability Focus (stunning fist), Deflect Arrows, Dodge, Improved Trip, Improved Unarmed Strike, Knockback, Mobility, Power Attack, Powerful Charge, Sand Skimmer, Stunning Fist
Skills: Balance +11, Intimidate +9, Jump +22, Listen +14, Sense Motive +6, Spot +1, Tumble +14
Possessions combat gear plus Large masterwork mighty composite longbow, 20 arrows, key ring, keys, *periapt of wisdom* +2

Sonic Pulse (Ex) As a standard action, Silicis can emit a 30-foot cone of sound that deals 3d6 points of sonic damage and may deafen foes. Any creature in the area must make a DC 20 fort save or be deafened for 1 hour. Deafened creatures cannot be further deafened, but they still take damage.
Stability (Ex) Silicis gets a +4 bonus on ability checks to avoid being bull rushed or tripped when standing on the ground.
Subsonic Speech (Ex) A creature must have the tremorsense ability, or blindsight or blind sense based on keen sense of hearing or sensitivity to vibrations, to hear Silicis' subsonic speech. Creatures without the ability to hear the subsonic speech can still read Silicis' lips using the spot skill. The DC starts at 20 and the creature reading lips must speak Terran.

PART 3: ROOM 15 – HALL OF STONE

Earth Elemental Basher (raging) CR 9

Earth elemental fighter 1/barbarian 1
N Huge elemental (earth)
Init +0; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Languages Terran

AC 26, touch 6, flat-footed 26
(-2 size, +8 armor, +12 natural, -2 rage)
hp 249 (18 HD); **DR** 5/–
Immune critical hits, paralysis, poison, sleep, stun
Fort +23, **Ref** +5, **Will** +10
Weakness earth mastery

Speed 20 ft. in full plate (4 squares); earth glide
Melee Huge mwk greatsword +29/+24/+19 (4d6+22/17-20)
Space 15 ft.; **Reach** 15 ft.
Base Atk +14; **Grp** +36
Atk Options Blind-Fight, Cleave, Improved Bull Rush, Power Attack, earth mastery, push, rage 1/day (12 duration)

Abilities Str 38, Dex 10, Con 28, Int 8, Wis 13, Cha 8
SQ elemental traits
Feats Blind-Fight, Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Natural Armor, Iron Will, Power Attack, Weapon Focus (greatsword)
Skills: Listen +11, Spot +11
Possessions huge masterwork greatsword, full plate

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack & damage rolls when both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 on attack and damage rolls.
Push (Ex) An earth elelemental can starut a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth mastery, above, also apply to the elemental's opposed Strength checks.

When not raging, the earth elemental basher has the following changed statistics:
AC 28, touch 8, flat-footed 28
hp 213 (18 HD)
Fort +21, **Will** +8
Melee Huge mwk greatsword +27/+22/+17 (4d6+19/17-20)
Grp +34
Abilities Str 34, Con 24

Elemental Singer CR 9

Earth elemental bard 8
N Large elemental (earth)
Init +4; **Senses** darkvision 60 ft.; Listen +9, Spot +9;
Languages Abyssal, Dwarven, Common, Elven, Ignan, Infernal, Terran

AC 23, touch 9, flat-footed 23
(-1 size, +0 Dex, +4 armor, +10 natural)
hp 163 (16 HD); **DR** 5/–
Immune critical hits, paralysis, poison, sleep, stun
Fort +14, **Ref** +8, **Will** +7
Weakness earth mastery

Speed 20 ft. (4 squares); earth glide
Melee 2 slams +19 (2d8+7)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +23; Close-Quarter Fighting
Atk Options Blind-Fight, Cleave, Power Attack, earth mastery, push

Special Actions bardic music 8/day (countersong, fascinate, inspire courage: +2, inspire competence, suggestion)
Bard Spells Known (CL 12th):
3rd (2/day)—*dispel magic, haste, slow* (DC 16)
2nd (3/day)—*blur, heroism, silence* (DC 15), *tongues*
1st (3/day)—*feather fall, inspirational boost, swift expeditious retreat, swift invisibility*
0 (3/day)—*detect magic, mage hand, mending, read magic*

Abilities Str 24, Dex 10, Con 22, Int 12, Wis 8, Cha 16
SQ elemental traits
Feats Alertness, Blind-Fight, Close-Quarter Fighting, Improved Initiative, Practiced Spellcaster, Weapon Focus (slam)
Skills: Concentration +16, Listen +9, Perform (singing) +19, Speak Modern Languages –, Spellcraft +17, Spot +9, Tumble +16
Possessions chain shirt, *cloak of charisma* +2

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack & damage rolls when both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 on attack and damage rolls.
Push (Ex) An earth elelemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth mastery, above, also apply to the elemental's opposed Strength checks.

PART 3: ROOM 17 – THE TORTURER AND ITS PRISONER

Chazum the Torturer CR 11

Male advanced chasm*
*see *Fiendish Codex I: Hordes of the Abyss* 34
CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Init +3; **Senses** darkvision 60 ft., *see invisibility*; Listen +16, Spot +16
Aura fear (5-ft. radius, Will DC 17)
Languages Abyssal, Celestial, Common, telepathy 100 ft.

AC 26, touch 12, flat-footed 23; +2 deflection good opponents, non-evil summoned creatures cannot touch him
(-1 size, +3 Dex, +14 natural)
hp 93 (11 HD); **DR** 10/cold iron or good
Immune electricity, poison, mental domination
Resist acid 10, cold 10, fire 10; **SR** 21
Fort +11, **Ref** +10, **Will** +9; +2 resistance bonus against spells cast by good casters

Speed 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect); Flyby Attack
Melee 2 claws +14 (1d6+4 plus wounding) and
bite +12 (1d8+2 plus wounding) and
gore +12 (1d8+2 plus wounding)
Space 10 ft.
Base Atk +11; **Grp** +19
Atk Options Flyby Attack, Power Attack, wounding
Special Actions drone, *summon tanar'ri*
Spell-Like Abilities (CL 11th; +13 ranged touch):
At will–*contagion* (DC varies), *darkness, desecrate, detect good, dispel magic, fly, greater teleport* (self plus 50 pounds of objects only), *insect plague, ray of enfeeblement, protection from good, see invisibility, telekinesis* (DC 17)
3/day–quickened *ray of enfeeblement*
1/day–*unholy aura* (DC 20)

Abilities Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14
SQ tanar'ri traits
Feats Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)
Skills: Bluff +16, Climb +26, Concentration +18, Diplomacy +6, Hide +13, Intimidate +18, Listen +16, Move Silently +17, Search +16, Sense Motive +16, Spot +16

Drone (Su) As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 17 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect.
Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 17 negates). If this save is successful that creature cannot be affected again by that chasme's fear aura for 24 hours.
Summon Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 11th).
Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

Jovoc Cronies (2) CR 7

Male advanced jovoc*
*see *Monster Manual* II 58
CE Small outsider (chaotic, evil, tanar'ri)
Init +3; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Aura retribution (30-ft. radius, Fort 19)
Languages Abyssal, Common

AC 17, touch 14, flat-footed 14
(+1 size, +3 Dex, +3 natural); +2 deflection against good aligned opponents, non-evil summoned creatures cannot touch them
hp 60 (8 HD); fast healing 5; **DR** 5/cold iron or good
Immune electricity, poison, mental domination
Resist acid 10, cold 10, fire 10; **SR** 13
Fort +9, **Ref** +9, **Will** +6; +2 against good aligned spellcasters

Speed 30 ft. (6 squares), fly 60 ft. (perfect)
Melee 2 claws +10 (1d3+1) and
bite +5 (1d4)
Base Atk +8; **Grp** +5
Special Actions *summon tanar'ri*

Abilities Str 12, Dex 16, Con 16, Int 7, Wis 10, Cha 7
SQ tanar'ri traits
Feats Ability Focus (aura of retribution), Toughness, Toughness
Skills: Hide +18, Listen +11, Move Silently +14, Search +9, Sense Motive +11, Spot +11
Aura of Retribution (Su) This effect is always active in a 30-foot spread centered on the jovoc. Whenever the creature takes damage from any source, every nontanar'ri within the area immediately takes an equal amount of damage. A successful DC 19 Fortitude saving throw halves the damage. Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

***Summon tanar'ri* (Sp)** Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

PART 3: ROOM 20 – ASSASSIN'S HEART

MAMOON CR 11

Male dao* assassin 8
*see *Manual of the Planes* 172
NE Large outsider (earth, fire)
Init +9; **Senses** darkvision 60 ft., low-light vision; Listen +22, Spot +22
Languages Abyssal, Aquan, Common, Ignan, Infernal, Terran, telepathy 100 ft.

AC 27, touch 14, flat-footed 27; Dodge, Elusive Target, Mobility, improved uncanny dodge, uncanny dodge (-1 size, +5 Dex, +5 armor, +8 natural)
hp 151 (16 HD)
Immune fire
Resist –; *misdirection* (LE), *nondetection* (DC 23)
Fort +14 (+18 against poison), **Ref** +19, **Will** +11; *heroism* (included)
Weakness cold vulnerability, earth mastery

Speed 20 ft. (4 squares); earth glide
Melee Large *+1 glaive* +23/+18/+13 (2d8+12) or
Melee Large mwk dagger +23/+18/+13 (1d6+8 plus poison/19-20) or
Melee slam +21/+16/+11 (1d8+11)
Ranged Large mwk dagger +21/+16/+11 (1d6+7 plus poison/19-20)
Space 10 ft.; **Reach** 10 ft. (20 ft. with glaive)
Base Atk +14; **Grp** +25
Atk Options Power Attack, death attack (DC 21), earth mastery, poison (1d6/2d6 Con, DC 20), push, sneak attack +4d6
Special Actions change shape, hide in plain sight, *plane shift*
Assassin Spells Known (CL 8th):
4th (1/day)—*cursed blade, deathsight, shadow form*
3rd (4/day)—*deeper darkness, false life* (15 hp)†, *nondetection*†, *vital strike*
2nd (4/day)—*cat's grace*†, *iron silence, spider climb, swift invisibilty*
1st (4/day)—*critical strike, feather fall, lightfoot, obscuring mist*
† Already cast
Spell-Like Abilities (CL 19th):
At will–*detect good, detect magic, gaseous form, invisibility, misdirection*†, *passwall, persistent image, wall of stone*
3/day–*move earth, transmute rock to mud*

Abilities Str 24, Dex 20, Con 18, Int 16, Wis 12, Cha 14
SQ outsider trais, trapfinding
Feats Death Blow, Dodge, Elusive Target, Improved Initiative, Mobility, Power Attack
Skills: Balance +12, Bluff +21, Diplomacy +20, Disguise +31 , Forgery +10, Gather Information +9, Hide +27, Jump +14, Listen +22, Move Silently +26, Sense Motive +8, Spot +22, Tumble +28
Possessions Large *+1 large glaive, +1 shadow mithral chain shirt, headband of intellect* +2, 2 masterwork large daggers with deathblade poison, wives' binding items, key-ring, keys

Change Shape (Su) Mamoon can assume the form of any Small, Medium, or Large humanoid or giant.
Earth Glide (Ex) Mamoon can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) Mamoon gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If the opponent is airborne or waterborne, the dao suffers a –4 penalty on attack and damage rolls.
***Plane Shift* (Sp)** Mamoon can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports Mamoon and up to eight other creatures, provided they all link hands with him. It is otherwise similar to the spell of the same name (caster level 13th).
Push (Ex) Mamoon can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the dao's opposed Strength checks.

STURR CR 11

Male witchknife* sorcerer 9/fatespinner 2
**see Monster Manual* III 194
NE Medium monstrous humanoid
Init +8; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Listen +6, Spot +17.
Languages Abyssal, Common, Dwarven, Elven, Ignan, Terran, Undercommon

AC 21, touch 14, flat-footed 17 (+4 Dex, +6 armor [*greater mage armor*], +1 natural)
hp 133 (20 HD)
Resist cold and fire (*resist energy*), fire 5
Fort +13, **Ref** +17, **Will** +21
Weakness sonic vulnerability

Speed 30 ft. (6 squares)
Melee dagger +15/+10/+5 (1d4-1/19-20)
Base Atk +14; **Grp** +15
Atk Options Silent Spell, sneak attack +2d6, spin fate (2pts)
Special Actions fickle fingers of fate,
Sorcerer Spells Known (CL 15th; +18 ranged touch):
5th (5/day)—*dominate person* (DC 25), *mind fog* (DC 25)
4th (8/day)—*confusion* (DC 24), *dimension door, illusory wall* (DC 22) † †
3rd (8/day)—*anticipate teleportation* † † † †, *heroism* † †, *hold person* (DC 23), *greater mage armor* † †
2nd (8/day)—*false life* (17 hp) †, *glitterdust* (DC 20), *scorching ray, resist energy* † †, *see invisibility* †
1st (8/day)—*charm person* (DC 21), *distract assailant* (DC 21), *grease* (DC 19), *magic missile, ray of enfeeblement*
0 (6/day)—*arcane mark, detect magic, detect poison, light, mage hand, mending, open/close, prestidigitation, read magic*
† Already cast
Spell-Like Abilities (CL 19th):
At will–*command* (DC 19), *message, silence* (self only, dismiss as a free action)
1/day–*greater command* (DC 25)

Abilities Str 8, Dex 19, Con 12, Int 14, Wis 14, Cha 26
Feats Ability Focus (*greater command*), Alertness, Greater Spell Focus (enchantment), Improved Initiative, Improved Toughness, Practiced Spellcaster, Silent Spell, Spell Focus (enchantment)
Skills: Bluff +17, Concentration +26, Hide +18, Knowledge (arcana) +14, Listen +6, Profession (gambler) +9, Sense Motive +14, Speak language –, Spellcraft +15, Spot +17
Possessions dagger, *cloak of charisma* +2, *goggles of night, vest of resistance* +2, spell component pouch, platinum hourglass
Spin Fate (Su) As a free action, Sturr can use stored spin to boost the save DC of a spell he casts, adding some or all of his 2 points of spin to the DC, or a point-for-point basis
Fickle Fingers of Fate (Su) Once per day as an immediate action, Sturr can force any other creature to reroll a roll

that it has just made. Sturr must have line of sight to the creature to be affected. That creature must take the reroll, even if it's worse than the original roll.

Familiar Sturr's rat familiar is not given here, but remains hidden in Sturr's clothes, giving him Alertness and +2 fort save (included)

PART 1: ROOM 11 – THE HAREM

KHUNUFSEH CR 8

Female genie (dao*) rogue 2
*see *Manual of the Planes* 172
NE Large outsider (earth, fire)
Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +13
Languages Aquan, Common, Terran, telepathy 100 ft.

AC 24, touch 12, flat-footed 21; Combat Expertise, Dodge, Mobility
(-1 size, +3 Dex, +4 armor, +8 natural)
hp 86 (10 HD)
Immune fire
Resist evasion
Fort +10, **Ref** +12, **Will** +8
Weakness cold vulnerability, earth mastery

Speed 20 ft. (4 squares); earth glide.
Melee Large mwk scimitar +15/+10 (1d8+8/18-20)
Space 10 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +18
Atk Options push, sneak attack +1d6
Special Actions change shape, earth mastery, *plane shift*
Spell-Like Abilities (CL 19th):
At will–*detect good, detect magic, gaseous form, invisibility, misdirection, passwall, persistent image, wall of stone*
3/day–*move earth, transmute rock to mud*

Abilities Str 20, Dex 16, Con 18, Int 13, Wis 14, Cha 18
SQ outsider traits, trapfinding
Feats Combat Expertise, Dodge, Mobility, Weapon Focus (scimitar)
Skills: Appraise +12, Bluff +10, Craft (goldsmith) +12, Craft (gemcutting) +12, Diplomacy +13, Intimidate +21, Knowledge (the planes) +12, Perform (dance) +13, Sense Motive +13, Spellcraft +12, Spot +13, Tumble +12
Possessions combat gear plus large masterwork scimitar, mithral chain shirt

Change Shape (Su) Khunufseh can assume the form of any Small, Medium, or Large humanoid or giant.
Earth Glide (Ex) Khunufseh can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) Khunufseh gains a +1 bonus on attack and damage rolls if both he and his foe touch the ground. If the opponent is airborne or waterborne, hde suffers a –4 penalty on attack and damage rolls.
Plane Shift (Sp) A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they al link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).
Push (Ex) Khunufseh can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the dao's opposed Strength checks.

SAFANA CR 8

Female genie (djinn) bard 6
CG Large outsider (air, fire)
Init +10; **Senses** darkvision 60 ft.; Listen +18, Spot +18
Languages Auran, Celestial, Common, Giant, telepathy 100 ft.

AC 23, touch 16, flat-footed 17; Dodge, air mastery
(-1 size, +1 deflection, +6 Dex, +4 armor, +3 natural)
hp 95 (13 HD)
Immune acid, fire
Fort +10, **Ref** +16, **Will** +12

Speed 20 ft. (4 squares), fly 60 ft. (perfect); air mastery
Melee slam +13/+13 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +11; **Grp** +18
Atk Options Combat Reflexes
Special Actions bardic song 6/day (countersong, fascinate, inspire courage +1, suggestion), *plane shift*, whirlwind
Bard Spells Known (CL 6th):
2nd (3/day)—*glitterdust* (DC 17), *heroism*, *silence*
1st (5/day)—*charm person* (DC 18), *cure light wounds*, *grease* (DC 16), *Tasha's hideous laughter* (DC 18)
0 (3/day)—*dancing lights, detect magic, ghost sound, mending, message, read magic*
Spell-Like Abilities (CL 20th):
At will–*invisibility* (self only)
1/day–*create food and water, create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. *Gaseous form* for up to 1 hour

Abilities Str 16, Dex 22, Con 17, Int 16, Wis 14, Cha 21
SQ outsider traits
Feats Combat Casting, Combat Reflexes, Dodge, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)
Skills: Appraise +13, Bluff +13, Concentration +13, Craft (weaving) +13, Diplomacy +24, Escape Artist +16, Knowledge (arcana) +13, Listen +18, Move Silently +16, Perform (dancing) +13, Perform (singing) +13, Sense Motive +12, Spellcraft +15, Spot +18, Tumble +15
Possessions combat gear plus mithril chain shirt, *ring of protection +1*, *cloak of charisma +2*

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against Safana.
Plane Shift (Sp) Safana can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports Safana and up to eight other creatures, provided they al link hands with her. It is otherwise similar to the spell of the same name (caster level 13th).
Whirlwind (Su) Safana can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

Safana's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than Safana might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 19 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 19 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 19 Reflex save each round to escape the

whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

Zobeida CR 9

Female genie (marid*)
*see *Manual of the Planes* 172
CN Large outsider (fire, water)
Init +3; **Senses** darkvision 60 ft.; Listen +16, Spot +16
Languages Aquan, Celestial, Common, Ignan, Terran, telepathy 100 ft.

AC 19, touch 12, flat-footed 16; Combat Expertise, Dodge, Mobility
(-1 size, +3 Dex, +7 natural)
hp 71 (11 HD)
Immune fire
SR 27
Fort +9, **Ref** +10, **Will** +9

Speed 20 ft. (4 squares), swim 60 ft.
Melee slam +16/+16 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Base Atk +11; **Grp** +21
Atk Options Power Attack, vortex, water mastery
Special Actions change shape, drench, *plane shift*
Spell-Like Abilities (CL 20th):
At will–*create water, detect evil, detect good, detect magic, invisibility* (self only), *purify food and drink* (water only), *see invisibility*
5/day–*control weather, gaseous form, solid fog, water breathing*

Abilities Str 23, Dex 16, Con 14, Int 16, Wis 15, Cha 15
SQ outsider traits
Feats Combat Expertise, Dodge, Mobility, Power Attack
Skills: Bluff +16, Craft (stone carving) +10, Craft (weaving) +10, Diplomacy +6, Escape Artist +17, Intimidate +18, Knowledge (arcana) +13, Knowledge (the planes) +13, Listen +16, Move Silently +17, Perform (dance) +5, Sense Motive +11, Spot +16, Spellcraft +19, Tumble +6

Change Shape (Su) Zobeida can assume the form of any Small, Medium, or Large humanoid or giant.
Drench (Ex) Zobeida's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 11th).

Plane Shift (Sp) Zobeida can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports Zobeida and up to eight other creatures, provided they al link hands with her. It is otherwise similar to the spell of the same name (caster level 13th).
Vortex (Ex) Same as water elemental, but cannot use it during this adventure.
Water Mastery (Ex) Zobeida gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or Zobeida is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

PART 1: ROOM 14 – THE STONE PORTAL

Sand Blast Trap CR 14

Description: See encounter description.
Search DC 29; **Type** mechanical/magical

Trigger proximity (*alarm*); **Init** +7
Effect razor sharp sand blast (14d6 Bludgeoning and Piercing), Reflex DC 24 half (each affected section)
Duration 17 rounds

Destruction AC 24, hardness 8, hp 35 (each square)
Disarm Disable Device 29 (each square)

PART 2: HARSSAF GUARDS

Harsaff Blinder CR 9

Female harsaff* sorcerer 7
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +4; **Senses** blindsense 30 ft.; Listen +11, Spot +11
Aura flaming (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 22, touch 15, flat-footed 18
(+1 deflection, +4 Dex, +4 armor [*mage armor*], +3 natural)
hp 113 (13 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fire
Resist cold (*resist energy*) 20; **SR** 24
Fort +11, **Ref** +13, **Will** +10
Weakness cold vulnerability

Speed 30 ft. (6 squares), burrow 10 ft.; Sandskimmer
Melee kukri +10/+5 (1d4+1/18-20 plus 1d6 fire)
Ranged crossbow +13 (1d8/19-20)
Base Atk +9; **Grp** +10
Special Actions sand form, sand pulse (DC 20)
Combat Gear *potion of cure moderate wounds*
Sorcerer Spells Known (CL 7th; +13 ranged touch):
3rd (5/day)–*bands of steel* (DC 21), *greater magic weapon* † † † †
2nd (8/day)—*glitterdust* (DC 20), *resist energy* † †, *web* (DC 20)
1st (8/day)—*alarm* † †, *lesser orb of cold, mage armor* †, *magic missile, ray of enfeeblement*
0 (6/day)—*acid splash, detect magic, message, ray of frost, read magic, resistance*
† Already cast

Abilities Str 12, Dex 18, Con 20, Int 13, Wis 10, Cha 22
Feats Ability Focus (sand pulse), Alertness, Greater Spell Focus (conjuration), Great Fortitude, Lightning Reflexes, Sandskimmer, Spell Focus (conjuration)
Skills: Concentration +20, Hide +6, Knowledge (nature) +6, Listen +11, Move Silently +6, Spellcraft +7, Spot +11
Possessions combat gear plus kukri, light crossbow, 20 bolts, insignia of the flame, spell component pouch, *ring of*

protection +1, cloak of elemental protection and *cloak of charisma +2*

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the gaseous form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.

Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 20 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

Harssaf Medic CR 9

Male harssaf* cleric 7
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +2; **Senses** blindsense 30 ft.; Listen +14, Spot +14
Aura flaming (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 29, touch 12, flat-footed 28
(+1 deflection, +1 Dex, +9 armor, +4 shield [including *magic vestment*], +4 natural)
hp 127 (13 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fire
SR 21
Fort +14, **Ref** +11, **Will** +13
Weakness cold vulnerability

Speed 20 ft. in full plate (4 squares), burrow 5 ft.
Melee mwk heavy mace +16/+11/+6 (1d8+4 plus 1d6 fire)
Base Atk +11; **Grp** +15
Atk Options sand pulse (DC 18)
Special Actions sand form, 1/day Strength Domain (+7 enhancement bonus to strength for 1 rd)
Combat Gear *cloak of elemental protection*
Cleric Spells Prepared (CL 11th):
4th—*cure critical wounds, spell immunity*[D]
3rd—*insignia of healing, magic circle against good, magic vestment*[D] †
2nd—*bull strength*[D], *calm emotion* (DC 15), *close wounds, cure moderate wounds, hold person* (DC 15)
1st—*bless, cause fear* (DC 14), *cure light wounds* (2), *enlarge person*[D], *sanctuary* (DC 14)
0—*cure minor wounds, detect magic, detect poison, guidance* (2), *read magic*
D: Domain spell. Deity: the Desert. Domains: Fire, Strength
† Already cast

Abilities Str 18, Dex 14, Con 20, Int 13, Wis 17, Cha 12
Feats Alertness, Great Fortitude, Improved Natural Armor, Lightning Reflexes, Practiced Spellcaster, Sandskimmer, Skill Focus (Concentration)
Skills: Concentration +18, Heal +9, Knowledge (nature) +10, Knowledge (religion) +5, Listen +14, Spellcraft +5, Spot +14
Possessions combat gear plus masterwork heavy mace, 2 kukris, *+1 full plate*, masterwork heavy steel shield, *ring of protection* +1, silver holy symbol, insignia of the flame

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the gaseous form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.

Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 18 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

Harssaf Soldier CR 9

Male/female harssaf* fighter 4
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +4; **Senses** blindsense 30 ft.; Listen +13, Spot +13
Aura flaming (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 22, touch 14, flat-footed 18; Dodge, Mobility
(+4 Dex, +5 armor, +3 natural)
hp 102 (10 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fire
SR 21
Fort +11, **Ref** +12, **Will** +6
Weakness cold vulnerability

Speed 30 ft. in chain shirt (6 squares), burrow 10 ft.; Spring Attack
Melee mwk guisarme +18/+13 (2d4+8 plus 1d6 fire/x3) or mwk kukri +16/+11 (1d4+4 plus 1d6 fire/18-20)
Ranged mwk crossbow +15 (1d8/19-20)
Reach 5 ft. (10 ft. with guisarme)
Base Atk +10; **Grp** +15
Atk Options Improved Trip (+9), Spring Attack, sand pulse (DC 17)
Special Actions sand form
Combat Gear 2 *potions of barkskin +2, potion of cure moderate wounds*, 2 tanglefoot bags, 2 flasks of acid

Abilities Str 21, Dex 18, Con 20, Int 13, Wis 10, Cha 10
Feats Alertness, Close Quarter Fighting, Combat Expertise, Dodge, Improved Trip, Lightning Reflexes, Mobility, Short Haft, Spring Attack
Skills: Hide +7, Jump +8, Listen +13, Move Silently +7, Spot +13

Possessions combat gear plus masterwork guisarme, 1 masterwork kukris, 2 kukris, masterwork light crossbow, *+1 chain shirt*, insignia of the flame

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the gaseous form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.

Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 17 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

PART 2: SILICIS, THE GULGAR BUTLER

Silicis CR 14

Male gulgar* monk 10
*see *Monster Manual* III 78
LN Large monstrous humanoid (earth)
Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Listen +17, Spot +4
Languages Ignan, Terran

AC 32, touch 18, flat-footed 32; Deflect Arrows, Dodge, Elusive Target, Mobility
(-1 size, +2 deflection, +6 armor [*greater mage armor*], +2 class, +0 Dex, +8 natural, +5 Wis)
hp 193 (20 HD); **DR** 10/adamantine
Immune disease, sonic
Resist improved evasion
Fort +15, **Ref** +14, **Will** +19 (+21 against enchantment spells and effects)

Speed 60 ft. (12 squares); Sandskimmer
Melee adamantine fist +23/+23/+18/+13/+8 (2d8+7)* with flurry of blows and
adamantine gore +18 (2d6+3)
Ranged Large mwk mighty composite longbow +18/+13/+8/+3 (2d6+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +17; **Grp** +28
Atk Options Improved Trip (+11), Knockback, Power Attack, Powerful Charge (+2d6), Stunning Fist 12/day (DC 27), crystalline bone (magical and lawful)
Special Actions sonic pulse (DC 20), wholeness of body (20 hp)

Abilities Str 25, Dex 10, Con 20, Int 10, Wis 20, Cha 10
SQ slow fall 50 ft., stability, subsonic speech
Feats Ability Focus (stunning fist), Deflect Arrows, Dodge, Elusive Target, Improved Trip, Improved Unarmed Strike, Knockback, Mobility, Power Attack, Powerful Charge, Sand Skimmer, Stunning Fist
Skills: Balance +11, Intimidate +9, Jump +26, Listen +18, Sense Motive +7, Spot +5, Tumble +22
Possessions combat gear plus Large masterwork mighty composite longbow, 20 arrow, key-ring, keys, *periapt of wisdom* +2, *ring of protection* +2, insignia of the flame

Sonic Pulse (Ex) As a standard action, Silicis can emit a 30-foot cone of sound that deals 3d6 points of sonic damage and may deafen foes. Any creature in the area must make a DC 20 fort save or be deafened for 1 hour. Deafened creatures cannot be further deafened, but they still take damage

Stability (Ex) Silicis gets a +4 bonus on ability checks to avoid being bull rushed or tripped when standing on the ground.

Subsonic Speech (Ex) A creature must have the tremorsense ability, or blindsight or blind sense based on keen sense of hearing or sensitivity to vibrations, to hear Silicis' subsonic speech. Creatures without the ability to hear the subsonic speech can still read the gulgars lips using the spot skill. The DC starts at 20 and the creature reading lips must speak terran.

PART 3: ROOM 15 – HALL OF STONE

Earth Elemental Basher (raging) CR 11

Advanced Huge earth elemental fighter 2/barbarian 1
N Huge elemental (earth)
Init +0; **Senses** darkvision 60 ft.; Listen +14, Spot +14; Blind-Fight
Languages Terran

AC 26, touch 6, flat-footed 26
(-2 size, +8 armor, +12 natural, -2 rage)
hp 318 (23 HD); **DR** 5/–
Immune critical hits, paralysis, poison, sleep, stun
Fort +26, **Ref** +6, **Will** +11
Weakness earth mastery

Speed 20 ft. in full plate (4 squares); earth glide
Melee Huge mwk greatword +31/+26/+21 (4d6+22/17-20)
Space 15 ft.; **Reach** 15 ft.
Base Atk +17; **Grp** +39
Atk Options Cleave, Improved Bull Rush, Power Attack, earth mastery push, rage 1/day (12 rounds)

Abilities Str 38, Dex 10, Con 28, Int 8, Wis 13, Cha 8
SQ elemental traits
Feats Blind-Fight, Cleave, Improved Bull Rush, Improved Critical (greatword), Improved natural armor, Iron Will, Power Attack, Weapon Focus (greatword)
Skills: Listen +14, Spot +14
Possessions full plate, Huge masterwork greatsword

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack & damage rolls when both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 on attack and damage rolls

Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth mastery, above, also apply to the elemental's opposed Strength checks.

When not raging, the earth elemental basher has the following changed statistics:
AC 28, touch 8, flat-footed 28
hp 272 (23 HD)
Fort +24, **Will** +9

Melee Huge mwk greatsword +29/+24/+19 (4d6+19/17-20)
Grp +37
Abilities Str 34, Con 24

Elemental Singer CR 11

Huge earth elemental bard 8
N Huge elemental (earth)
Init +4; **Senses** darkvision 60 ft.; Listen +20, Spot +20
Languages Abyssal, Dwarven, Common, Elven, Ignan, Infernal, Terran

AC 23, touch 8, flat-footed 23; Close-Quarter Fighting (-2 size, +0 Dex, +4 armor, +11 natural)
hp 271 (24 HD); **DR** 5/–
Immune critical hits, paralysis, poison, sleep, stun
Fort +18, **Ref** +13, **Will** +12
Weakness earth mastery

Speed 30 ft. (6 squares); earth glide
Melee 2 slams +26 (2d10+10)
Space 15 ft.; **Reach** 15 ft.
Base Atk +18; **Grp** +35; Close-Quarter Fighting
Atk Options Blind-Fight, Power Attack, earth mastery, push
Special Actions bardic music 8/day (countersong, fascinate, inspire courage: +2, inspire competence, suggestion)
Bard Spells Known (CL 12th):
3rd (2/day)—*dispel magic, haste, slow* (DC 15)
2nd (3/day)—*blur, heroism, silence* (DC 14), *tongues*
1st (3/day)—*feather fall, inspirational boost, swift expeditious retreat, swift invisibility*
0 (3/day)—*detect magic, mage hand, mending, read magic*

Abilities Str 28, Dex 10, Con 24, Int 12, Wis 8, Cha 16
SQ elemental traits
Feats Alertness, Blind-Fight, Close-Quarter Fighting, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Practiced Spellcaster, Weapon Focus (slam)
Skills: Concentration +16, Listen +20, Perform (singing) +19, Speak Modern Languages –, Spellcraft +19, Spot +20, Tumble +16
Possessions chain shirt, *cloak of charisma* +2

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack & damage rolls when both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 on attack and damage rolls
Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in earth mastery, above, also apply to the elemental's opposed Strength checks.

PART 3: ROOM 17 – THE TORTURER AND ITS PRISONER

Chazum the Torturer CR 13

Male half-earth elemental advanced chasm
*see *Fiendish Codex I: Hordes of the Abyss* 34
CE Large outsider (chaotic, earth, evil, extraplanar, tanar'ri)
Init +2; **Senses** darkvision 60 ft., *see invisibility*; Listen +16, Spot +16
Aura fear (5-ft. radius, Will DC 17)
Languages Abyssal, Celestial, Common, Terran; telepathy 100 ft.

AC 28, touch 11, flat-footed 26 (-1 size, +2 Dex, +17 natural); +2 Deflection against good aligned opponents, non-evil summoned creatures cannot touch them
hp 115 (11 HD); **DR** 10/cold iron or good or 10/adamantine (*stoneskin*—100 hp)
Immune acid, disease, electricity, poison, mental domination
Resist cold 10, fire 10; **SR** 21
Fort +13, **Ref** +9, **Will** +9; +2 resistance against good aligned casters

Speed 30 ft. (6 squares), burrow 20 ft., climb 30 ft., fly 50 ft. (perfect); Flyby Attack
Melee 2 claws +16 (1d6+6 plus wounding) and
bite +14 (1d8+3 plus wounding) and
gore +14 (1d8+3 plus wounding)
Space 10 ft.
Base Atk +11; **Grp** +19
Atk Options Flyby Attack, Power Attack, wounding
Special Actions drone, *summon tanar'ri*
Spell-Like Abilities (CL 11th; +12 ranged touch)
At will–*contagion* (DC varies), *darkness, desecrate, detect good, dispel magic, fly, greater teleport* (self plus 50 pounds of objects only), *insect plague, ray of enfeeblement, protection from good, see invisibility, telekinesis* (DC 17)
3/day–quickened *ray of enfeeblement*
1/day–*magic stone, soften earth and stone, spike stones* † (DC 16), *stone shape, stoneskin* †, *wall of stone, unholy aura* (DC 20)
† Already cast

Abilities Str 23, Dex 14, Con 22, Int 14, Wis 14, Cha 14
SQ tanar'ri traits
Feats Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*).
Skills: Bluff +16, Climb +28, Concentration +20, Diplomacy +6, Hide +12, Intimidate +18, Listen +16, Move Silently +15, Search +16, Sense Motive +16, Spot +16

Drone (Su) As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 17 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect.
Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 17 negates). If this save is successful that creature cannot be affected again by that chasme's fear aura for 24 hours.
Summon Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 11th).
Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

Jovoc Cronies (2) CR 9

Male advanced jovoc*
**see Monster Manual* II 58
CE Medium outsider (chaotic, evil, tanar'ri)
Init +2; **Senses** darkvision 60 ft.; Listen +13, Spot +13
Aura retribution (30-ft. radius, Fort 20)
Languages Abyssal, Common

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural); +2 Deflection against good aligned opponents, non-evil summoned creatures cannot touch them
hp 92 (10 HD); fast healing 5; **DR** 5/cold iron or good
Immune electricity, poison, mental domination
Resist acid 10, cold 10, fire 10; **SR** 13
Fort +11, **Ref** +9, **Will** +7; +2 resistance against good aligned spellcasters

Speed 30 ft. (6 squares), fly 60 ft. (perfect)
Melee 2 claws +13 (1d4+3) and
Bite +8 (1d6+1)
Base Atk +10; **Grp** +13
Special Actions *summon tanar'ri*

Abilities Str 16, Dex 14, Con 18, Int 7, Wis 10, Cha 7
SQ tanar'ri traits
Feats Ability Focus (aura of retribution), Improved Toughness, Toughness, Toughness
Skills: Hide +15, Listen +13, Move Silently +15, Search +11, Sense Motive +13, Spot +13

Aura of Retribution (Su) This effect is always active in a 30-foot spread centered on the jovoc. Whenever the creature takes damage from any source, every nontanar'ri within the area immediately takes an equal amount of damage. A successful DC 20 Fortitude saving throw halves the damage. Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.
Summon tanar'ri **(Sp)** Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

PART 3: ROOM 20 – ASSASSIN'S HEART

MAMOON CR 13

Male dao* assassin 10
*see *Manual of the Planes* 172
NE Large outsider (earth, fire)
Init +9; **Senses** darkvision 60 ft., low-light vision; Listen +24, Spot +24
Languages Abyssal, Aquan, Common, Ignan, Infernal, Terran, telepathy 100 ft.

AC 27, touch 14, flat-footed 27; Dodge, Elusive Target, Mobility, improved uncanny dodge, uncanny dodge
(-1 size, +5 Dex, +4 armor, +8 natural)
hp 186 (18 HD); **DR** 10/adamantine (*stoneskin*—150 hp)
Immune fire
Resist –; *misdirection* (LE), *nondetection* (DC 23)
Fort +16 (+21 against poison), **Ref** +21, **Will** +13; *greater heroism* (included)
Weakness cold vulnerability, earth mastery

Speed 20 ft. (4 squares); earth glide
Melee Large +4 glaive +29/+24/+19/+14 (2d8+16) or
Melee Large mwk dagger +26/+21/+16/+11 (1d6+8 plus poison /19-20) or
Melee slam +25/+20/+15/+10 (1d8+11) or
Ranged Large mwk dagger +25/+20/+15/+10 (1d6+8 plus poison /19-20)
Space 10 ft.; **Reach** 10 ft. (20 ft. with glaive)
Base Atk +15; **Grp** +26
Atk Options Death Blow, Power Attack, death attack (DC 23), earth mastery, poison (1d6/2d6 con DC 20), push, sneak attack +5d6
Special Actions change shape, hide in plain sight, *plane shift*
Assassin Spells Known (CL 10th):
4th (4/day)—*cursed blade, deathsight, shadow form, snipers eye*
3rd (3/day)—*deeper darkness, false life* (17 hp)†, *nondetection*†, *vital strike*
2nd (4/day)—*cat's grace*†, *iron silence, spider climb, swift invisibilty*
1st (3/day)—*critical strike, feather fall, lightfoot, obscuring mist*
† Already cast
Spell-Like Abilities (CL 19th):
At will–*detect good, detect magic, gaseous form, invisibility, misdirection*†, *passwall, persistent image, wall of stone*
3/day–*move earth, transmute rock to mud*

Abilities Str 24, Dex 20, Con 18, Int 16, Wis 12, Cha 14
SQ trapfinding
Feats Death Blow, Dodge, Elusive Target, Improved Initiative, Improved Toughness, Mobility, Power Attack
Skills: Balance +14, Bluff +25, Diplomacy +22 , Disguise +27 , Forgery +12, Gather Information +11, Hide +31, Jump +16, Listen +24, Move Silently +30, Sense Motive +14, Spot +24, Tumble +32
Possessions combat gear plus *+1 large glaive* (*greater magic weapon*), *large shadow +1 mithril chain shirt, headband of intellect* +2, 2 masterwork large daggers with deathblade poison, key, key-rings, wives binding items

Change Shape (Su) Mamoon can assume the form of any Small, Medium, or Large humanoid or giant.
Earth Glide (Ex) Mamoon can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) Mamoon gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If the opponent is airborne or waterborne, he suffers a –4 penalty on attack and damage rolls.
Plane Shift **(Sp)** Mamoon can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they al link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).
Push (Ex) Mamoon can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to his opposed Strength checks.

STURR CR 13

Male witchknife* sorcerer 9/fatespinner 4
*see *Monster Manual* III 194
NE Medium monstrous humanoid
Init +8; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Listen +8, Spot +19;
Languages Abyssal, Common, Dwarven, Elven, Ignan, Terran, Undercommon

AC 21, touch 14, flat-footed 17
(+4 Dex, +6 armor [*greater mage armor*], +1 natural)
hp 142 (22 HD); **DR** 10/adamantine (*stoneskin*—150 hp), deny fate
Resist cold and fire 30 (*resist energy*), fire 5
Fort +16, **Ref** +20, **Will** +24
Weakness sonic vulnerability

Speed 30 ft. (6 squares)
Melee dagger +18/+13/+8 (1d4-1/19-20)
Base Atk +15; **Grp** +14
Atk Options Silent Spell, sneak attack +2d6, spin fate (4pts)
Special Actions fickle fingers of fate, resist fate
Sorcerer Spells Known (CL 17th; +19 ranged touch):
6th (5/day)—*greater dispel magic, greater heroism* † †
5th (7/day)—*dominate person* (DC 26), *feeblemind* (DC 26), *mind fog* (DC 26)

4th (8/day)—*confusion* (DC 24), *dimension door, illusory wall* (DC 23) † †, *stoneskin* † †

3rd (8/day)—*anticipate teleportation* † † †, *greater magic weapon, hold person, greater mage armor* † †

2nd (8/day)—*false life* (17 hp) †, *glitterdust* (DC 21), *scorching ray* (+19 ranged touch), *resist energy* † †, *see invisibility* †

1st (8/day)—*charm person* (DC 22), *distract assailant* (DC 22), *grease* (DC 20), *magic missile, ray of enfeeblement*

0 (6/day)—*arcane mark, detect magic, detect poison, light, mage hand, mending, open/close, prestidigitation, read magic*

† Already cast

Spell-Like Abilities (CL 19th):

At will–*command* (DC 20), *message, silence* (self only, dismiss as a free action)

1/day–*greater command* (DC 26)

Abilities Str 8, Dex19, Con 12, Int 14, Wis 14, Cha 28

Feats Ability Focus (*greater command*), Alertness, Greater Spell Focus (enchantment), Improved Initiative, Improved Toughness, Practiced Spellcaster, Silent Spell, Rapid Metamagic, Spell Focus (enchantment)

Skills: Bluff +20, Concentration +30, Hide +20, Knowledge (arcane) +16, Listen +8, Profession(gambler) +11, Sense Motive +16, Speak language –, Spellcraft +23, Spot +19

Possessions dagger, *cloak of charisma +4, goggles of night, vest of resistance +2,* spell component pouch, platinum hour glass, 500 gp diamond dust.

Spin Fate (Su) As a free action, Sturr can use stored spin to boost the save DC of a spell he casts, adding some or all of his 4 points of spin to the DC, or a point-for-point basis

Deny Fate (Su) Once per day, Sturr automatically succeeds at his first stabilization check.

Resist Fate (Su) Once per day, Sturr can reroll one roll he just made.

Fickle Fingers of Fate (Su) Once per day as an immediate action, Sturr can force any other creature to reroll a roll that it has just made. The fatespinner must have line of sight to the creature to be affected. That creature must take the reroll, even if it's worse than the original roll.

Familiar Sturr's rat familiar is not given here, but remains hidden in Sturr's clothes, giving him Alertness and +2 Fort save (included)

PART 1: ROOM 11 – THE HAREM

JAHEIRA CR 10

Female genie (efreeti) dervish* 2
*see *Complete Warrior* 25
LE Large outsider (earth, fire)
Init +10; **Senses** darkvision 60 ft.; Listen +17, Spot +16
Languages Auran, Common, Ignan, Infernal, telepathy 100 ft.

AC 26, touch 16, flat-footed 20; Dodge, Mobility
(-1 size, +6 Dex, +1 class, +4 armor, +6 natural)
hp 107 (12 HD); **DR** 3/adamantine
Immune fire
Fort +11, **Ref** +16, **Will** +13
Weakness cold vulnerability

Speed 25 ft. (5 squares), fly 45 ft. (perfect); movement mastery
Melee Large mwk scimitar +22/+18/+13 (1d8+8 plus 1d6 fire/18-20) with dervish dance or
Melee Large mwk scimitar +20/+16/+11 (1d8+8 plus 1d6 fire/18-20) with dervish dance and
Large mwk scimitar +20 (1d8+4 plus 1d6 fire/18-20) with dervish dance
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +24
Atk Options Combat Expertise, dervish dance 1/day, heat
Special Actions Change shape, *change size* 2/day (DC 12), *plane shift*,
Spell-Like Abilities (CL 12th):
At will–*detect magic, produce flame, pyrotechnics* (Dc 13), *scorching ray* (1 ray only)
3/day–*invisibility, wall of fire* (DC 15)
1/day–*gaseous form, permanent image* (DC 17)

Abilities Str 27, Dex 22, Con 18, Int 12, Wis 16, Cha 12
SQ fast movement, slashing blades
Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Two-Weapon Fighting, Weapon Focus (scimitar)
Skills: Balance +17, Bluff +7, Craft (weaponsmith) +13, Craft (armorsmith) +13, Diplomacy +5, Intimidate +17, Listen +17, Move Silently +11, Perform (dance) +10, Sense Motive +8, Spellcraft +6, Spot +16, Tumble +15
Possessions combat gear plus 2 large masterwork scimitars, mithral chain shirt

Change Shape (Su) Jaheira can assume the form of any Small, Medium, or Large humanoid or giant.
***Change Size* (Sp)** Twice per day, Jaheira can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 12 Fortitude save negates the effect.
Dervish Dance (Ex) While in this dervish dance, Jaheira can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack. During the dance she gains a +1 bonus on attack and damage rolls. She can dance for 6 rounds, and is fatigued afterwards.
Heat (Ex) Jaheira red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.
Movement Mastery (Ex) A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check she may take 10 even if stress and distraction would normally prevent her from doing so.
***Plane Shift* (Sp)** A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they al link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

KHUNUFSEH CR 10

Female genie (dao*) rogue 2/dervish** 2
*see *Manual of the Planes* 172
**see *Complete Warrior* 25
NE Large outsider (earth, fire)
Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +13
Languages Aquan, Common, Terran, telepathy 100 ft.

AC 25, touch 13, flat-footed 22; Combat Expertise, Dodge, Mobility
(-1 size, +1 class, +3 Dex, +4 armor, +8 natural)
hp 105 (12 HD)
Immune fire
Resist evasion
Fort +11, **Ref** +16, **Will** +12
Weakness cold vulnerability, earth mastery

Speed 25 ft. (5 squares); earth glide, movement mastery
Melee Large mwk scimitar +18/+13/+8 (1d8+9/18-20) with dervish dance
Space 10 ft.; **Reach** 10 ft.
Base Atk +11; **Grp** +20
Atk Options Power Attack, dervish dance 1/day, earth mastery, push, sneak attack +1d6
Special Actions change shape, *plane shift*
Combat Gear 2 *potions of cure moderate wounds*
Spell-Like Abilities (CL 19th):
At will–*detect good, detect magic, gaseous form, invisibility, misdirection, passwall, persistent image, wall of stone.*
3/day–*move earth, transmute rock to mud.*

Abilities Str 21, Dex 16, Con 18, Int 13, Wis 14, Cha 18
SQ outsider traits, trapfinding
Feats Combat Expertise, Dodge, Mobility, Power Attack, Weapon Focus (scimitar)
Skills Appraise +12, Balance +10, Bluff +10, Craft (goldsmith) +12, Craft (gemcutting) +12, Diplomacy +13, Intimidate +21, Knowledge (the Planes) +12, Perform (dance) +13, Sense Motive +13, Spellcraft +12, Spot +13, Tumble +17
Possessions combat gear plus large masterwork scimitar, mithral chain shirt, *cloak of resistance* +1

Change Shape (Su) Khunufseh can assume the form of any Small, Medium, or Large humanoid or giant.
Dervish Dance (Ex) While in this dervish dance, Khunufseh can take a full attack action (for melee attacks only) and still move up to her speed. However, Khunufseh must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble

normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack. During the dance she gains a +1 bonus on attack and damage rolls. She can dance for 4 rounds, and is fatigued afterwards.

Earth Glide (Ex) Khunufseh can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

Earth Mastery (Ex) Khunufseh gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If the opponent is airborne or waterborne, the dao suffers a –4 penalty on attack and damage rolls.

Movement Mastery (Ex) Khunufseh is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check she may take 10 even if stress and distraction would normally prevent her from doing so.

Plane Shift (Sp) Khunufseh can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they al link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

Push (Ex) Khunufseh can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to her opposed Strength checks.

Safana CR 10

Female genie (djinni) bard 8
CG Large outsider (air, fire)
Init +10; **Senses** darkvision 60 ft.; Listen +18, Spot +18
Languages Auran, Celestial, Common, Giant, telepathy 100 ft.

AC 24, touch 16, flat-footed 18; Dodge
(-1 size, +6 Dex, +5 armor, +1 deflection, +3 natural)
hp 109 (15 HD)
Immune acid, fire
Fort +10, **Ref** +17, **Will** +13

Speed 20 ft. (4 squares), fly 60 ft. (perfect); Dodge, air mastery
Melee slam +15/+15 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +13; **Grp** +20
Special Actions bardic music 8/day (counter song, fascinate, inspire courage +2, suggestion), *plane shift*, whirlwind
Combat Gear *wand of cure light wounds*
Bard Spells Known (CL 8th):
3rd (2/day)—*charm monster* (DC 21), *displacement, haste*
2nd (5/day)—*calm emotions* (DC 20), *glitterdust* (DC 17), *heroism, silence*
1st (5/day)—*charm person* (DC 19), *cure light wounds, grease* (DC 17), *Tasha's hideous laughter* (DC 19)
0 (3/day)—*dancing lights, detect magic, ghost sound, mending, message, read magic*
Spell-Like Abilities (CL 20th):
At will–*invisibility* (self only)
1/day–*create food and water, create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk. Gaseous form* for up to 1 hour

Abilities Str 16, Dex 22, Con 17, Int 16, Wis 14, Cha 22
SQ outsider traits
Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)
Skills: Appraise +13, Bluff +19, Concentration +17, Craft (weaving) +13, Diplomacy +28, Escape Artist +16, Knowledge (arcana) +13, Listen +18, Move Silently +16, Perform (dancing) +17, Perform (singing) +17, Sense Motive +12, Spellcraft +15, Spot +18, Tumble +19
Possessions combat gear plus *+1 mithral chain shirt, ring of protection +1, cloak of charisma +2*

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against Safana.

Plane shift (Sp) Safana can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports her and up to eight other creatures, provided they all link hands with Safana. It is otherwise similar to the spell of the same name (caster level 13th).

Whirlwind (Su) Safana can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, she can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. Safana controls the exact height, but it must be at least 10 feet.

Safana movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than Safana might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 19 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 19 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 19 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where Safana carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. Safana can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

Safana can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Safana in whirlwind form cannot make melee attacks and does not threaten the area around it.

Zobeida CR 11

Female genie (marid*) fighter 1/dervish** 1
*see *Manual of the Planes* 172

**see *Complete Warrior* 25
CN Large outsider (fire, water)
Init +5; **Senses** darkvision 60 ft.; Listen +15, Spot +15
Languages Aquan, Celestial, Common, Ignan, Terran, telepathy 100 ft.

AC 26, touch 15, flat-footed 21; Combat Expertise, Dodge, Mobility
(-1 size, +4 armor, +1 class, +5 Dex, +7 natural)
hp 102 (13 HD)
Immune fire
SR 27
Fort +12, **Ref** +14, **Will** +10

Speed 20 ft. (4 squares), swim 60 ft.; movement mastery
Melee Large mwk falchion +23/+18/+13 (2d6+15/18-20) with dervish dance
Space 10 ft.; **Reach** 10 ft.
Base Atk +13; **Grp** +23
Atk Options Power Attack, dervish dance 1/day, vortex, water mastery
Special Actions change shape, drench, *plane shift*
Spell-Like Abilities (CL 20th):
At will–*create water, detect evil, detect good, detect magic, invisibility* (self only), *purify food and drink* (water only), *see invisibility*
5/day–*control weather, gaseous form, solid fog, water breathing*

Abilities Str 28, Dex 20, Con 17, Int 16, Wis 13, Cha 18
SQ outsider traits
Feats Combat Expertise, Dodge, Mobility, Power Attack, Weapon Focus (scimitar)
Skills: Bluff +18, Craft (stonecarving) +10, Craft (weaving) +10, Diplomacy +8, Escape Artist +19, Intimidate +21, Knowledge (arcane) +13, Knowledge (the Planes) +13, Listen +15, Move Silently +19, Perform (dance) +14, Sense Motive +10, Spot +15, Spellcraft +19, Tumble +14
Possessions combat gear plus large masterwork falchion, masterwork chain shirt

Change Shape (Su) Zobeida can assume the form of any Small, Medium, or Large humanoid or giant.
Dervish Dance (Ex) While in this dervish dance, Zobeida can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack. During the dance she gains a +1 bonus on attack and damage rolls. She can dance for 5 rounds, and is fatigued afterwards.
Drench (Ex) Zobeida's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 11th).
Movement Mastery (Ex) Zobeida is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check she may take 10 even if stress and distraction would normally prevent her from doing so.
Plane shift (Sp) Zobeida can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports Zobeida and up to eight other creatures, provided they al link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).
Vortex (Ex) Same as water elemental, but Zobeida cannot use it during this adventure.
Water Mastery (Ex) Zobeida gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or Zobeida is touching the ground, she takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

PART 1: ROOM 14 – THE STONE PORTAL

SAND BLAST TRAP CR 16

Description: See encounter description.
Search DC 31; **Type** mechanical/magical

Trigger proximity (*alarm*); **Init** +8
Effect razor sharp sand blast (16d6 Bludgeoning and Piercing), Reflex DC 26 half (each affected section)
Duration 19 rounds

Destruction AC 26, hardness 8, hp 40 (each square)
Disarm Disable Device 31 (each square)

PART 2: HARSSAF GUARDS

HARSAFF BLINDER CR 11

Female harsaff* sorcerer 9
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +4; **Senses** blindsense 30 ft.; Listen +11, Spot +11
Aura flaming (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 22, touch 15, flat-footed 18
(+1 deflection, +4 Dex, +4 armor [*mage armor*], +3 natural)
hp 148 (15 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fire
Resist cold 30 (*resist energy*); **SR** 26
Fort +12, **Ref** +14, **Will** +11
Weakness cold vulnerability

Speed 30 ft. (6 squares), burrow 10 ft.; Sandskimmer
Melee kukri +11/+6 (1d4+1/18-20 plus 1d6 fire)
Ranged crossbow +14 (1d8/19-20)
Base Atk +10; **Grp** +10
Atk Options sand pulse (DC 20)
Special Actions sand form
Combat Gear *potion of cure moderate wounds, wand of magic missile* (5th level)
Sorcerer Spells Known (CL 13th; +14 ranged touch):
4th (5/day)—*orb of electricity* (DC22), *wall of sand*
3rd (7/day)—*bands of steel* (DC 20), *dispel magic, greater magic weapon* †††
2nd (8/day)—*false life* (15 hp) †, *glitterdust* (DC 20), *resist energy* ††, *web* (DC 20)
1st (8/day)—*alarm* ††, *lesser orb of cold*, *mage armor* †, *magic missile, ray of enfeeblement*
0 (6/day)—*acid splash, detect magic, message, ray of frost, read magic, resistance.*
† Already cast

Abilities Str 12, Dex 18, Con 20, Int 13, Wis 10, Cha 22
Feats Ability Focus (sand pulse), Alertness, Greater Spell Focus (conjuration), Great Foritude, Lightning Reflexes, Practiced Spellcaster, Sandskimmer, Spell Focus (conjuration)
Skills: Concentration +21, Hide +6, Knowledge (arcana) +6, Knowledge (nature) +6, Listen +11, Move Silently +6, Spellcraft +9, Spot +11

Possessions combat gear plus kukri, light crossbow, spell component pouch, *cloak of elemental protection, cloak of charisma* +2, *ring of protection* +1, insignia of the flame

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the gaseous form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.

Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 20 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

Harssaf Medic CR 11

Male harssaf* cleric 9
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +2; **Senses** blindsense 30 ft.; Listen +15, Spot +15
Aura flaming (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 30, touch 12, flat-footed 29
(+1 deflection, +1 Dex, +9 armor, +5 shield [including *magic vestment*], +4 natural)
hp 161 (15 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fire
SR 21
Fort +15, **Ref** +12, **Will** +14
Weakness cold vulnerability

Speed 20 ft. in full plate (4 squares), burrow 5 ft.
Melee mwk heavy mace +17/+12/+7 (1d8+4 plus 1d6 fire)
Base Atk +12; **Grp** +16
Atk Options sand pulse (DC 18), 1/day Strength Domain (+9 enhancement bonus to strength for 1 rd)
Special Actions sand form
Combat Gear *cloak of elemental protection*
Cleric Spells Prepared (CL 13th):
5th—*righteous might*[D], *slay living* (DC 19)
4th—*air walk, cure critical wounds* (2), *spell immunity*[D]
3rd—*insignia of healing* (2), *magic circle against good, magic vestment*[D] †
2nd—*bull strength*[D], *calm emotion* (DC 16), *close wounds, cure moderate wounds, hold person* (DC 16), *sound burst* (DC 16)
1st—*bless, cause fear* (DC 15), *cure light wounds* (2), *enlarge person*[D], *sanctuary* (DC 14)
0—*cure minor wounds, detect magic, detect poison, guidance* (2), *read magic*
D: Domain spell. Deity: the Desert. Domains: Fire, Strength

Abilities Str 18, Dex 14, Con 20, Int 13, Wis 19, Cha 12
Feats Alertness, Great Fortitude, Improved Natural Armor, Improved Toughness, Lightning Reflexes, Practiced Spellcaster, Sandskimmer, Skill Focus (Concentration)
Skills: Concentration +21, Diplomacy +4, Heal +10, Knowledge (nature) +10, Knowledge (religion) +5, Listen +15, Spellcraft +5, Spot +15
Possessions combat gear plus masterwork heavy mace, 2 kukris, *+1 full plate*, masterwork heavy steel shield, *ring of protection* +1, *periapt of wisdom* +2, spell component pouch, silver holy symbol, insignia of the flame

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the gaseous form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.

Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 18 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

Harssaf Soldier CR 11

Male/Female harssaf* fighter 6
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +4; **Senses** blindsense 30 ft.; Listen +14, Spot +14
Aura flaming aura (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 24, touch 14, flat-footed 20
(+4 Dex, +5 armor, +3 natural, +2 shield); Dodge, Mobility
hp 123 (12 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fire
SR 21
Fort +13, **Ref** +14, **Will** +8
Weakness cold vulnerability

Speed 30 ft. in chain shirt (6 squares), burrow 10 ft.; Spring Attack
Melee mwk guisarme +22/+17/+12 (2d4+12 plus 1d6 fire/x3) or
mwk kukri +19/+14/+9 (1d4+6 plus 1d6 fire/18-20)
Ranged mwk crossbow +17 (1d8/19-20)
Reach 5 ft. (10 ft. with guisarme)
Base Atk +12; **Grp** +17
Atk Options Improved Trip (+10)
Special Actions sand form, sand pulse (DC 17)
Combat Gear 2 *potions of barkskin* +2, *potion of cure moderate wounds*, 2 tanglefoot bags, 2 flasks of acid

Abilities Str 22, Dex 18, Con 20, Int 13, Wis 10, Cha 10
Feats Alertness, Close Quarter Fighting, Combat Expertise, Improved Buckler Defense, Dodge, Improved Trip,

Lightning Reflexes, Mobility, Prone Fighting, Short Haft, Spring Attack
Skills: Hide +7, Jump +10, Listen +14, Move Silently +7, Spot +14
Possessions combat gear plus masterwork guisarme, masterwork kukri, 2 kukris, masterwork light crossbow, *+1 chain shirt, +1 buckler, cloak of resistance* +1, insignia of the flame

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.
Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the gaseous form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.
Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 17 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.
Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

PART 2: SILICIS, THE GULGAR BUTLER

SILICIS CR 16

Male gulgar* monk 12
*see *Monster Manual* III 78
LN Large monstrous humanoid (earth)
Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Listen +18, Spot +5
Languages Ignan, Terran

AC 33, touch 19, flat-footed 33; Deflect Arrows, Dodge, Elusive Target, Mobility
(-1 size, +2 deflection, +6 armor [*greater mage armor*], +3 class, +8 natural, +5 Wisdom)
hp 212 (22 HD); **DR** 10/adamantine
Immune disease, poison, sonic
Resist improved evasion
Fort +16, **Ref** +15, **Will** +20 (+22 against enchantment spells and effects)

Speed 70 ft. (14 squares); Sandskimmer
Melee adamantine fist +25/+25/+25/+20/+15/+10 (3d8+7/19-20) with flurry of blows and
adamantine gore +18 (2d6+3)
Ranged Large mwk mighty composite longbow +19/+14/+9/+4 (2d6+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +19; **Grp** +30
Atk Options Improved Trip (+15), Knockback, Power Attack, Powerful Charge (+2d6), Stunning Fist 15/day (DC 28), crystalline bone (magical and lawful)
Special Actions Abundant step (*dimension door* CL 6) 1/day, elusive target, sonic pulse (DC 20), wholeness of body (24 hp)

Abilities Str 25, Dex 10, Con 20, Int 10, Wis 20, Cha 10
SQ slow fall 60 ft., stability, subsonic speech
Feats Ability Focus (stunning fist), Deflect Arrows, Dodge, Elusive Target, Improved Critical, Improved Trip, Improved Unarmed Strike, Knockback, Mobility, Power Attack, Powerful Charge, Sand Skimmer, Stunning Fist.
Skills: Balance +11, Intimidate +9, Jump +33, Listen +18, Sense Motive +7, Spot +5, Tumble +27
Possessions combat gear plus Large masterwork mighty composite longbow, 20 arrows, key ring, keys, *monk's belt, periapt of wisdom* +2, *ring of protection* +2, insignia of the flame

Crystalline Bone (Ex) Attacks made by Silicis with natural attacks are treated as adamantine for the purposes of overcoming damage reduction
Sonic Pulse (Ex) As a standard action, Silicis can emit a 30-foot cone of sound that deals 3d6 points of sonic damage and may deafen foes. Any creature in the area must make a DC 20 fort save or be deafened for 1 hour. Deafened creatures cannot be further deafened, but they still take damage
Stability (Ex) Silicis gets a +4 bonus on ability checks to avoid being bull rushed or tripped when standing on the ground.
Subsonic Speech (Ex) A creature must have the tremorsense ability, or blindsight or blind sense based on keen sense of hearing or sensitivity to vibrations, to hear the subsonic Silicis' speech. Creatures without the ability to hear the subsonic speech can still read his lips using the spot skill. The DC starts at 20 and the creature reading lips must speak Terran.

PART 3: ROOM 15 – HALL OF STONE

EARTH ELEMENTAL BASHER (RAGING) CR 13

Advanced greater earth elemental fighter 2/barbarian 1
N Huge elemental (earth)
Init +0; **Senses** darkvision 60 ft.; Listen +27 Spot +26; Blind-Fight
Languages Terran

AC 28, touch 6, flat-footed 28
(-2 size, +8 armor, +14 natural, -2 rage)
hp 358 (26 HD); **DR** 10/–
Immune critical hits, paralysis, poison, sleep, stun
Fort +27, **Ref** +7, **Will** +12
Weakness earth mastery

Speed 20 ft. in full plate (4 squares); earth glide
Melee Huge mwk greatsword +35/+30/+25/+20 (4d6+23/17-20)
Space 15 ft.; **Reach** 15 ft.
Base Atk +20; **Grp** +43
Atk Options Cleave, Improved Bull Rush, Power Attack, earth mastery, push, rage 1/day (12 duration)

Abilities Str 40, Dex 10, Con 28, Int 10, Wis 13, Cha 8
SA earth mastery, push
SQ elemental traits
Feats Blind-Fight, Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Natural Armor, Improved Toughness, Iron Will, Power Attack, Weapon Focus (greatsword)
Skills: Listen +27, Spot +26
Possessions full plate, Huge masterwork greatsword

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack & damage rolls when both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 on attack and damage rolls
Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in earth mastery, above, also apply to the elemental's opposed Strength checks.

When not raging, the earth elemental basher has the following changed statistics:
AC 30, touch 8, flat-footed 30
hp 311 (26 HD)
Fort +25, **Will** +10
Melee Huge mwk greatsword +33/+28/+23 (4d6+20/17-20)
Grp +41
Abilities Str 36, Con 24

Elemental Singer CR 13

Greater earth elemental bard 2/warchanter* 3
*see *Complete Warrior* 87
N Huge elemental (earth)
Init +4; **Senses** darkvision 60 ft.; Listen +25, Spot +25; Blind-Fight
Languages Abyssal, Common, Elven, Ignan, Infernal, Terran

AC 25, touch 8, flat-footed 25
(-2 size, +0 Dex, +4 armor, +13 natural)
hp 300 (26 HD); **DR** 10/–
Immune critical hits, paralysis, poison, sleep, stun
Fort +22, **Ref** +13, **Will** +12
Weakness earth mastery

Speed 30 ft. (6 squares); earth glide
Melee 2 slams +28 (2d10+11)
Space 15 ft.; **Reach** 15 ft.
Base Atk +19; **Grp** +37; Close-Quarter Fighting
Atk Options Power Attack, push
Special Actions bardic or warchanter music 5/day (inspire courage +1, inspire toughness, inspire recklessness)
Bard Spells Known (CL 2nd):
1st (1/day)—*inspirational boost, swift invisibility*
0 (3/day)—*detect magic, mage hand, mending, read magic*

Abilities Str 30, Dex 10, Con 24, Int 13, Wis 8, Cha 16
SQ elemental traits
Feats Alertness, Blind-Fight, Close-Quarter Fighting, Combat Expertise, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Skills: Concentration +16, Listen +25, Perform (singing) +17, Speak Modern Languages –, Spellcraft +18, Spot +25
Possessions combat gear plus chain shirt, *cloak of charisma* +2

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack & damage rolls when both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 on attack and damage rolls
Inspire Recklessness (Su) As a standard action, the warchanter can grant a single ally the ability to decrease his AC by a number less then his BAB, and gain an equal morale bonus to all his attack rolls for that turn. On the effected character's action, before making any attack rolls, the character must decide on the desired penalty to AC (which may be 0). The ability remains as long as the warchanter sings, and 5 rounds thereafter.
Inspire Toughness (Su) As a standard action, the warchanter can grant all allies (including the warchanter) +6 temporary hit points for as long as the warchanter continues singing, and 5 rounds thereafter.
Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth mastery, above, also apply to the elemental's opposed Strength checks.

PART 3: ROOM 17 – THE TORTURER AND ITS PRISONER

Chazum the Torturer CR 15

Male half-earth elemental advanced chasm*
*see *Fiendish Codex* I: *Hordes of the Abyss* 34
CE Large outsider (chaotic, earth, evil, extraplanar, tanar'ri)
Init +2; **Senses** darkvision 60 ft., *see invisibility*; Listen +20, Spot +20
Aura fear (5-ft. radius, Will DC 20)
Languages Abyssal, Celestial, Common, Terran, telepathy 100 ft.

AC 28, touch 11, flat-footed 26; Dodge, Mobility
(-1 size, +2 Dex, +17 natural); +2 Deflection against good aligned opponents, non-evil summoned creatures cannot touch him
hp 139 (15 HD); **DR** 10/cold iron or good or 10/adamantine (*stoneskin*—150 hp)
Immune acid, disease, electricity, poison, mental domination
Resist cold 10, fire 10; **SR** 21
Fort +15, **Ref** +11, **Will** +11; +2 resistance against good aligned casters

Speed 30 ft. (6 squares), burrow 20 ft., climb 30 ft., fly 50 ft. (perfect); Flyby Attack
Melee 2 claws +20 (1d6+6 plus wounding) and
bite +18 (1d8+3 plus wounding) and
gore +18 (1d8+3 plus wounding)
Space 10 ft.
Base Atk +15; **Grp** +25
Atk Options Flyby Attack, Power Attack, wounding
Special Actions drone, *summon tanar'ri*
Spell-Like Abilities (CL 15th; +16 ranged touch):
At will–*contagion* (DC varies), *darkness, desecrate, detect good, dispel magic, fly, greater teleport* (self plus 50 pounds of objects only), *insect plague, ray of enfeeblement, protection from good, see invisibility, telekinesis* (DC 18)
3/day–quickened *ray of enfeeblement*
1/day–*earthquake* (DC 21), *iron body, magic stone, soften earth and stone, spike stones* (DC 17)†, *stone shape, stoneskin*†, *wall of stone, unholy aura* (DC 21)
† Already cast

Abilities Str 23, Dex 14, Con 22, Int 14, Wis 14, Cha 16
SQ tanar'ri traits
Feats Dodge, Flyby Attack, Mobility, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*).
Skills: Bluff +19, Climb +30, Concentration +24, Diplomacy +7, Hide +16, Intimidate +21, Listen +20, Move Silently +19, Search +18, Sense Motive +18, Spot +20, Tumble +7

Drone (Su) As a full-round action, Chazum can beat his wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 20 Will

save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect.

Fear Aura (Su) As a swift action, Chazum can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 20 negates). If this save is successful that creature cannot be affected again by that chasme's fear aura for 24 hours.

Summon Tanar'ri (Sp) Once per day, Chazum can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 11th).

Wounding (Ex) A wound resulting from Chazum's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

Jovoc Cronies (2) CR 11

Male half-earth elemental advanced jovoc
*see *Monster Manual* II 58
CE Medium outsider (chaotic, earth, evil, tanar'ri)
Init +1; **Senses** darkvision 60 ft.; Listen +13, Spot +13
Aura retribution (30-ft. radius, Fort 22)
Languages Abyssal, Common, Terran

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 natural); +2 deflection against good aligned opponents, non-evil summoned creatures cannot touch them
hp 112 (10 HD); fast healing 5; **DR** 5/cold iron or good
Immune acid, disease, electricity, poison, mental domination
Resist cold 10, fire 10; **SR** 13
Fort +13, **Ref** +8, **Will** +7; +2 resistance against good aligned casters

Speed 30 ft. (6 squares), burrow 20 ft., fly 60 ft. (perfect)
Melee 2 claws +15 (1d4+5) and
bite +10 (1d6+2)
Base Atk +10; **Grp** +15
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 10th):
1/day–*magic stone, soften earth and stone, spike stones* (DC 12), *stone shape, wall of stone*

Abilities Str 20, Dex 12, Con 22, Int 7, Wis 10, Cha 7
SQ tanar'ri traits
Feats Ability Focus (aura of retribution), Improved Toughness, Toughness, Toughness
Skills: Hide +14, Listen +13, Move Silently +14, Search +11, Sense Motive +13, Spot +13

Aura of Retribution (Su) This effect is always active in a 30-foot spread centered on the jovoc. Whenever the creature takes damage from any source, every nontanar'ri within the area immediately takes an equal amount of damage. A successful DC 22 Fortitude saving throw halves the damage. Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

***Summon tanar'ri* (Sp)** Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

PART 3: ROOM 20 – ASSASSIN'S HEART

Mamoon CR 15

Male advanced dao* assassin 10
*see *Manual of the Planes* 172
NE Large outsider (earth, fire)
Init +9; **Senses** darkvision 60 ft., low-light vision; Listen +29, Spot +29.
Languages Abyssal, Aquan, Common, Ignan, Infernal, Terran, telepathy 100 ft.

AC 27, touch 14, flat-footed 27; Dodge, Elusive Target, Mobility, improved uncanny dodge, uncanny dodge
(-1 size, +5 Dex, +5 armor, +8 natural);
hp 224 (22 HD); **DR** 10/adamantine (*stoneskin*—150 hp)
Immune fire
Resist –; *misdirection* (LE), *nondetection* (DC 23)
Fort +18 (+23 against poison), **Ref** +23, **Will** +15; *greater heroism* (included)
Weakness cold vulnerability, earth mastery

Speed 20 ft. (4 squares); earth glide
Melee *Large +4 glaive* +33/+28/+23/+18 (2d8+16) or
Melee Large mwk dagger +30/+25/+20/+15 (1d6+8 plus poison /19-20) or
Melee slam +29/+24/+19/+14 (1d8+11)
Ranged Large mwk dagger +28/+23/+18/+13 (1d6+8 plus poison /19-20)
Space 10 ft.; **Reach** 10 ft. (20 ft. with glaive)
Base Atk +19; **Grp** +30
Atk Options Power Attack, death attack (DC 25), earth mastery, poison (1d6/2d6 con DC 20), push, sneak attack +5d6
Special Actions change shape, hide in plain sight, *plane shift*
Assassin Spells Known (CL 10th):
4th (4/day)—*cursed blade, deathsight, shadow form, snipers eye*
3rd (4/day)—*deeper darkness, false life* (17 hp)†, *nondetection*†, *vital strike*
2nd (4/day)—*cat's grace*†, *iron silence, spider climb, swift invisibilty*
1st (3/day)—*critical strike, feather fall, lightfoot, obscuring mist*
† Already cast
Spell-Like Abilities (CL 19th):
At will–*detect good, detect magic, gaseous form, invisibility, misdirection*†, *passwall, persistent image, wall of stone*
3/day–*move earth, transmute rock to mud*

Abilities Str 24, Dex 20, Con 18, Int 17, Wis 12, Cha 14
SQ outsider traits, trapfinding
Feats Ability Focus (death attack), Death Blow, Dodge, Elusive Target, Improved Initiative, Improved Toughness, Mobility, Power Attack
Skills: Balance +14, Bluff +31, Diplomacy +22, Disguise +27, Forgery +12, Gather Information +11, Hide +35, Jump +16, Listen +29, Move Silently +34, Sense Motive +24, Spot +29, Tumble +32
Possessions combat gear plus *large shadow +1 mithril chain shirt, headband of intellect +2*, 2 masterwork large daggers with deathblade poison, *+1 large glaive* (greater magic weapon +4) wives' binding items

Change Shape (Su) Mamoon can assume the form of any Small, Medium, or Large humanoid or giant.

Earth Glide (Ex) Mamoon can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

Earth Mastery (Ex) Mamoon gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If the opponent is airborne or waterborne, the dao suffers a –4 penalty on attack and damage rolls.

***Plane Shift* (Sp)** Mamoon can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports him and up to eight other creatures, provided they al link hands with Mamoon. It is otherwise similar to the spell of the same name (caster level 13th).

Push (Ex) Mamoon can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the dao's opposed Strength checks.

STURR CR 15

Male witchknife sorcerer 11/fatespinner 4

*see *Monster Manual* III 194

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Listen +8, Spot +19

Languages Abyssal, Common, Dwarven, Elven, Ignan, Terran, Undercommon

AC 22, touch 15, flat-footed 17
(+5 Dex, +6 armor [*greater mage armor*], +1 natural);

hp 199 (24 HD); (*stoneskin*—150 hp), deny fate

Resist Fire 5, *resist energy* (fire, cold) 30, *misdirection* (LE)

Fort +19, **Ref** +22, **Will** +26

Weakness sonic vulnerability

Speed 30 ft. (6 squares)

Melee dagger +19/+14/+9/+4 (1d4-1/19-20)

Base Atk +16; **Grp** +15

Atk Options Silent Spell, sneak attack +2d6, spin fate (4pts)

Special Actions fickle fingers of fate, resist fate

Sorcerer Spells Known (CL 19th; +21 ranged touch):

7th (5/day)—*mass hold person* (DC 28), *power word blind*

6th (5/day)—*greater dispel magic, greater heroism* ††, *repulsion* (DC 24)

5th (8/day)—*dismissal* (DC 43-HD), *dominate person* (DC 26), *feeblemind* (DC 26), *mind fog* (DC 26)

4th (8/day)—*confusion* (DC 24), *dimension door, illusory wall* (DC 23) ††, *stoneskin* ††

3rd (8/day)—*anticipate teleportation* †††, *greater magic weapon* †, *hold person, greater mage armor* ††

2nd (8/day)—*false life* (17 hp)†, *glitterdust* (DC 21), *misdirection* †, *resist energy* ††, *scorching ray, see invisibility* †

1st (8/day)—*charm person* (DC 22), *distract assailant* (DC 22), *grease* (DC 20), *magic missile, ray of enfeeblement*

0 (6/day)—*arcane mark, detect magic, detect poison, light, mage hand, mending, open/close, prestidigitation, read magic*

† Already cast

Spell-Like Abilities (CL 19th):

At will–*command* (DC 20), *message, silence* (self only, dismiss as a free action

1/day–*greater command* (DC 26)

Abilities Str 8, Dex 20, Con 16, Int 14, Wis 14, Cha 28

Feats Ability Focus (*greater command*), Alertness, Arcane Mastery, Greater Spell Focus (enchantment), Improved Initiative, Improved Toughness, Practiced Spellcaster, Silent Spell, Rapid Metamagic, Spell Focus (enchantment)

Skills: Bluff +24, Concentration +32 , Hide +21, Knowledge (arcane) +16, Listen +8, Profession (gambler) +11, Sense Motive +16, Speak language –, Spellcraft +27, Spot +19

Possessions combat gear plus *amulet of health +4, cloak of charisma +4, goggles of night, vest of resistance +3*, spell component pouch, platinum hourglass, 500 gp diamond dust

Spin Fate(Su) As a free action, Sturr can use stored spin to boost the save DC of a spell he casts, adding some or all of his 4 points of spin to the DC, or a point-for-point basis

Deny Fate (Su) Once per day, Sturr automatically succeeds at his first stabilization check.

Resist Fate (Su) Once per day, Sturr can reroll one roll he just made.

Fickle Fingers of Fate (Su) Once per day as an immediate action, Sturr can force any other creature to reroll a roll that it has just made. The fatespinner must have line of sight to the creature to be affected. That creature must take the reroll, even if it's worse than the original roll.

Familiar Sturr's rat familiar is not given here, but remains hidden in Sturr's clothes, giving him alertness and +2 fort save (included)

PART 1: ROOM 11 – THE HAREM

JAHEIRA CR 12

Female genie (efreeti) dervish* 4
*see *Complete Warrior* 25
LE Large outsider (earth, fire)
Init +10; **Senses** darkvision 60 ft.; Listen +17, Spot +16
Languages Auran, Common, Ignan, Infernal; Telepathy 100 ft.

AC 27, touch 17, flat-footed 21; Dodge, Mobility
(-1 size, +1 deflection, +6 Dex, +1 class, +4 armor, +6 natural)
hp 129 (14 HD); **DR** 3/adamantine
Immune fire
Fort +13, **Ref** +18, **Will** +15
Weakness cold vulnerability

Speed 25 ft. (5 squares), fly 45 ft. (perfect); movement mastery
Melee Large mwk scimitar +26/+22/+17 (1d8+10 plus 1d6 fire/18-20) with dervish dance or
Melee Large mwk scimitar +23/+19/+14 (1d8+9 plus 1d6 fire/18-20) with dervish dance and
Large mwk scimitar +23 (1d8+5 plus 1d6 fire/18-20) with dervish dance
Space 10 ft.; **Reach** 10 ft.
Base Atk +14; **Grp** +26
Atk Options Combat Expertise, Spring Attack, dance of death, dervish dance 2/day, heat, slashing blades
Special Actions Change shape, change size 2/day (DC 12), *plane shift*
Spell-Like Abilities (CL 12th):
At will–*detect magic, produce flame, pyrotechnics* (Dc 13), *scorching ray* (1 ray only)
3/day–*invisibility, wall of fire* (DC 15)
1/day–*gaseous form, permanent image* (DC 17)

Abilities Str 27, Dex 22, Con 18, Int 12, Wis 16, Cha 12
SQ fast movement, outsider traits
Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Focus (scimitar)
Skills: Balance +17, Bluff +7, Craft (weaponsmith) +13, Craft (armorsmith) +13, Diplomacy +5, Intimidate +17, Listen +17, Move Silently +11, Perform (dance) +15, Sense Motive +8, Spellcraft +6, Spot +16, Tumble +20
Possessions combat gear plus 2 Large masterwork scimitars, mithral chain shirt, *ring of protection +1, cloak of resistance +1*

Change Shape (Su) Jaheira can assume the form of any Small, Medium, or Large humanoid or giant.
***Change Size* (Sp)** Twice per day, Jaheira can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 12 Fortitude save negates the effect.
Dance of Death (Ex) While dancing Jaheira gains the benefits of the Cleave feat. She does not have to move before making the extra attack.
Dervish Dance (Ex) While in this dervish dance, Jaheira can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). Jaheira is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. If prevented from completing her move she is also prevented from finishing her full attack. During the dance she gains a +2 bonus on attack and damage rolls. She can dance for 7 rounds, and is fatigued afterwards.
Heat (Ex) Jaheira's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains ahold when grappling.
Movement Mastery (Ex) Jaheira is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check she may take 10 even if stress and distraction would normally prevent her from doing so.
***Plane Shift* (Sp)** Jaheira can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports Jaheira and up to eight other creatures, provided they all link hands with her. It is otherwise similar to the spell of the same name (caster level 13th).

KHUNUFSEH CR 12

Female genie (dao*) rogue 2/ dervish** 4
**see Manual of the Planes* 172
***see *Complete Warrior* 25
NE Large outsider (earth, fire)
Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +13
Languages Aquan, Common, Terran, telepathy 100 ft.

AC 26, touch 14, flat-footed 23; Combat Expertise, Dodge, Mobility
(-1 size, +1 deflection, +1 class, +3 Dex, +4 armor, +8 natural)
hp 124 (14 HD)
Immune fire
Resist evasion
Fort +12, **Ref** +17, **Will** +13
Weakness earth mastery

Speed 25 ft. (5 squares); Spring Attack, earth glide, movement mastery
Melee Large mwk scimitar +21/+16/+11 (1d8+10/18-20) with dervish dance
Space 10 ft.; **Reach** 10 ft.
Base Atk +13; **Grp** +22
Atk Options Power Attack, dance of death, dervish dance 2/day, earth mastery, push, sneak attack +1d6
Special Actions change shape, *plane shift*
Combat Gear 2 *potions of cure moderate wounds*
Spell-Like Abilities (CL 19th):
At will–*detect good, detect magic, gaseous form, invisibility, misdirection, passwall, persistent image, wall of stone*
3/day–*move earth, transmute rock to mud*

Abilities Str 21, Dex 16, Con 18, Int 13, Wis 14, Cha 18
SQ outsider traits, trapfinding
Feats Combat Expertise, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (scimitar)
Skills: Appraise +12, Balance +10, Bluff +10, Craft (goldsmith) +12, Craft (gemcutting) +12, Diplomacy +13, Intimidate +21, Knowledge (the Planes) +12, Perform (dance) +20, Sense Motive +13, Spellcraft +12, Spot +13, Tumble +20
Possessions combat gear plus mithral chain shirt, *cloak of resistance +1, ring of protection +1*

Change Shape (Su) Khunufseh can assume the form of any Small, Medium, or Large humanoid or giant.
Dance of Death (Ex) While dancing Khunufseh gains the benefit of the Cleave feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Dervish Dance (Ex) While in this dervish dance, Khunufseh can take a full attack action (for melee attacks only) and still move up to her speed. However, Khunufseh must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). Khunufseh is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. If prevented from completing her move she is also prevented from finishing her full attack. During the dance she gains a +2 bonus on attack and damage rolls. She can dance for 8 rounds, and is fatigued afterwards.

Earth Glide (Ex) Khunufseh can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

Earth Mastery (Ex) Khunufseh gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If the opponent is airborne or waterborne, she suffers a –4 penalty on attack and damage rolls.

Movement Mastery (Ex) Khunufseh is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check she may take 10 even if stress and distraction would normally prevent her from doing so.

Plane Shift (Sp) Khunufseh can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports Khunufseh and up to eight other creatures, provided they al link hands with her. It is otherwise similar to the spell of the same name (caster level 13th).

Push (Ex) Khunufseh can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to her opposed Strength checks.

SAFANA CR 12

Female genie (djinni) bard 10
CG Large outsider (air, fire)
Init +10; **Senses** darkvision 60 ft.; Listen +18, Spot +18
Languages Auran, Celestial, Common, Giant, telepathy 100 ft.

AC 24, touch 16, flat-footed 18; Dodge
(-1 size, +6 Dex, +5 armor, +1 deflection, +3 natural)
hp 123 (17 HD)
Immune acid, fire
Fort +11, **Ref** +18, **Will** +14

Speed 20 ft. (4 squares), fly 60 ft. (perfect); Dodge, air mastery
Melee slam +16/+16 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +14; **Grp** +20
Special Actions bardic music 10/day (counter song, fascinate, inspire courage +2, inspire greatness, suggestion), *plane shift*, whirlwind
Combat Gear *wand of cure light wounds*
Bard Spells Known (CL 10th):
4th (1/day)—*dimension door, freedom of movement*
3rd (3/day)—*charm monster* (DC 21), *confusion* (DC 20), *displacement, haste*
2nd (5/day)—*calm emotions* (DC 20), *glitterdust* (DC 18), *heroism, silence*
1st (5/day)—*charm person* (DC 19), *cure light wounds, grease* (DC 17), *Tasha's hideous laughter* (DC 19)
0 (3/day)—*dancing lights, detect magic, ghost sound, mending, message, read magic.*
Spell-Like Abilities (CL 20th):
At will–*invisibility* (self only)
1/day–*create food and water, create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *wind walk. Gaseous form* for up to 1 hour

Abilities Str 16, Dex 22, Con 17, Int 16, Wis 14, Cha 22
SQ outsider traits
Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)
Skills: Appraise +13, Bluff +19, Concentration +19, Craft (weaving) +13, Diplomacy +28, Escape Artist +22, Knowledge (arcana) +13, Listen +20, Move Silently +16, Perform (dancing) +19, Perform (singing) +19, Sense Motive +12, Spellcraft +15, Spot +20, Tumble +21
Possessions combat gear plus *+1 mithral chain shirt, ring of protection +1, cloak of charisma +2*

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against Safana.

Plane Shift (Sp) Safana can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports her and up to eight other creatures, provided they al link hands with Safana. It is otherwise similar to the spell of the same name (caster level 13th).

Whirlwind (Su) Safana can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

Safana movement while in whirlwind form does not provoke attacks of opportunity, even if she enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if Safana moves into or through the creature's space.

Creatures one or more size categories smaller than Safana might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 19 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 19 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 19 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where Safana carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. Safana can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

Safana can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have

concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

While in whirlwind form Safana cannot make melee attacks and does not threaten the area around it.

Zobeida CR 11

Female genie (marid*) fighter 1/ dervish** 3
*see *Manual of the Planes* 172
**see *Complete Warrior* 25
CN Large outsider (fire, water)
Init +5; **Senses** darkvision 60 ft.; Listen +15, Spot +15
Languages Aquan, Celestial, Common, Ignan, Terran, telepathy 100 ft.

AC 27, touch 15, flat-footed 22; Combat Expertise, Dodge, Mobility
(-1 size, +5 armor, +1 class, +5 Dex, +7 natural)
hp 120 (15 HD)
Immune fire
SR 27
Fort +14, **Ref** +16, **Will** +12
Weakness water mastery

Speed 25 ft. (4 squares), swim 60 ft.; Spring Attack, movement mastery
Melee Large mwk falchion +26/+21/+16 (2d6+15/18-20) with dervish dance
Space 10 ft.; **Reach** 10 ft.
Base Atk +15; **Grp** +25
Atk Options Cleave, Power Attack, dervish dance 2/day, water mastery
Special Actions change shape, drench, *plane shift*, vortex
Combat Gear *potion of cure serious wounds*
Spell-Like Abilities (CL 20th):
At will–*create water, detect evil, detect good, detect magic, invisibility* (self only), *purify food and drink* (water only), *see invisibility*
5/day–*control weather, gaseous form, solid fog, water breathing*

Abilities Str 28, Dex 20, Con 17, Int 16, Wis 13, Cha 18
SQ outsider traits
Feats Combat Expertise, Cleave, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (scimitar)
Skills: Bluff +18, Craft (stonecarving) +10, Craft (weaving) +10, Diplomacy +8, Escape Artist +19, Intimidate +21, Knowledge (arcana) +13, Knowledge (the Planes) +13, Listen +15, Move Silently +19, Perform (dance) +18, Sense Motive +10, Spot +15, Spellcraft +19, Tumble +23
Possessions combat gear plus large masterwork falchion, *+1 chain shirt, cloak of resistance +1*

Change Shape (Su) Zobeida can assume the form of any Small, Medium, or Large humanoid or giant.

Dervish Dance (Ex) While in this dervish dance, Zobeida can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack. During the dance she gains a +2 bonus on attack and damage rolls. She can dance for 7 rounds, and is fatigued afterwards.

Drench (Ex) Zobeida touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 11th).

Movement Mastery (Ex) Zobeida is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check she may take 10 even if stress and distraction would normally prevent her from doing so.

Plane shift (Sp) Zobeida can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports her and up to eight other creatures, provided they al link hands with Zobeida. It is otherwise similar to the spell of the same name (caster level 13th).

Vortex (Ex) Same as water elemental, but cannot use it during this adventure.

Water Mastery (Ex) Zobeida gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

PART 1: ROOM 14 – THE STONE PORTAL

Sand Blast Trap CR 18

Description: See encounter description.
Search DC 33; **Type** mechanical/magical

Trigger proximity (*alarm*); **Init** +9
Effect razor sharp sand blast (18d6 Bludgeoning and Piercing), Reflex DC 28 half (each affected section)
Duration 21 rounds

Destruction AC 28, hardness 8, hp 45 (each square)
Disarm Disable Device 31 (each square)

PART 2: HARSSAF GUARDS

Harsaff Blinder CR 13

Female harsaff* sorcerer 11
*see *Monster Manual* III 82
LE Medium monstrous humanoid (fire)
Init +5; **Senses** blindsense 30 ft.; Listen +11, Spot +11
Aura Flaming (0 ft., 1d6 fire damage)
Languages Common, Ignan, Infernal

AC 24, touch 17, flat-footed 19
(+2 deflection, +5 Dex, +4 armor [*mage armor*], +3 natural)
hp 158 (17 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fear (*heroes feast*), fire, poison (*heroes feast*)
Resist cold 30 (*resist energy*); **SR** 28
Fort +12, **Ref** +15, **Will** +13
Weakness cold vulnerability

Speed 30 ft. (6 squares), burrow 10 ft.; Sandskimmer
Melee kukri +13/+8/+3 (1d4+1/18-20 plus 1d6 fire)
Ranged crossbow +16 (1d8/19-20)
Base Atk +11; **Grp** +11
Atk Options
Special Actions sand form, sand pulse (DC 20)
Combat Gear *potion of cure moderate wounds, wand of magic missile* (CL 5)
Sorcerer Spells Known (CL 15th; +15 ranged touch):
5th (5/day)—*wall of force, wave of fatigue*
4th (7/day)—*dimensional door, orb of electricity* (DC 22), *wall of sand*

3rd (7/day)—*bands of steel* (DC 21), *dispel magic, greater magic weapon* † † † †, *haste.*

2nd (8/day)—*false life* (15 hp) †, *glitterdust* (DC 20), *resist energy* † †, *swift fly, web* (DC 20)

1st (8/day)—*alarm* † †, *lesser orb of cold, mage armor* †, *magic missile, ray of enfeeblement*

0 (6/day)—*acid splash*), *detect magic, mending, message, ray of frost* (+15 ranged touch), *read magic, resistance*

† Already cast

Abilities Str 12, Dex 20, Con 20, Int 13, Wis 10, Cha 23

Feats Ability Focus (sand pulse), Alertness, Greater Spell Focus (Conjuration), Great Foritude, Lightning Reflexes, Practiced Spellcaster, Sandskimmer, Spell Focus (Conjuration).

Skills: Concentration +25, Hide +7, Knowledge (arcana) +6, Knowledge (nature) +6, Listen +11, Move Silently +7, Spellcraft +11, Spot +11

Possessions combat gear plus kukri, light crossbow, 20 bolts, spell component pouch, *cloak of elemental protection, cloak of charisma* +2, *gloves of dexterity* +2, *ring of protection* +2, insignia of the flame.

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the gaseous form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.

Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 20 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

Harssaf Medic CR 13

Male harssaf cleric 11

*see *Monster Manual* III 82

LE Medium monstrous humanoid (fire)

Init +2; **Senses** blindsense 30 ft.; Listen +16, Spot +16

Aura flaming (0 ft., 1d6 fire damage)

Languages Common, Ignan, Infernal

AC 33, touch 13, flat-footed 32

(+2 deflection, +1 Dex, +11 armor [including *magic vestment*], +5 shield [including *magic vestment*], +4 natural

hp 191 (17 HD); fast healing 3; **DR** 5/bludgeoning

Immune blindness, fear (*heroes feast*), fire, poison (*heroes feast*)

SR 21

Fort +16, **Ref** +12, **Will** +18

Weakness cold vulnerability

Speed 20 ft. in full plate (4 squares), burrow 5 ft.

Melee mwk heavy mace +20/+15/+10 (1d8+4 plus 1d6 fire)

Base Atk +14; **Grp** +18

Special Actions sand form, sand pulse (DC 18), 1/day Strength Domain (+11 enhancement bonus to strength for 1 rd)

Combat Gear *cloak of elemental protection*

Cleric Spells Prepared (CL 15th):

6th—*fire seeds*[D] (DC 21), *heroes' feast* †

5th—*righteous might*[D], *slay living* (DC 20), *wall of stone*

4th—*air walk, cure critical wounds* (2), *spell immunity*[D]

3rd—*insignia of healing* (2), *magic circle against good, magic vestment*[D] (2) † †

2nd—*bull strength*[D], *calm emotion* (DC 16), *close wounds* (2), *hold person* (DC 17), *sound burst* (DC 17)

1st—*bless* (2), *cause fear* (DC 15), *cure light wounds* (2), *enlarge person*[D], *sanctuary* (DC 16)

0—*cure minor wounds, detect magic, detect poison, guidance* (2), *read magic*

D: Domain spell. Deity: the Desert. Domains: Fire, Strength

† Already cast

Abilities Str 18, Dex 14, Con 20, Int 13, Wis 20, Cha 12

Feats Alertness, Great Fortitude, Improved Natural Armor, Improved Toughness, Lightning Reflexes, Practiced Spellcaster, Sandskimmer, Skill Focus (Concentration)

Skills: Concentration +24, Diplomacy +4, Heal +14, Knowledge (nature) +10, Knowledge (religion) +5, Listen +16, Spellcraft +5, Spot +16

Possessions combat gear plus masterwork heavy mace, 2 kukris, *+1 full plate*, masterwork heavy steel shield, *ring of protection* +2, *ring of counterspells* (*dispel magic*), *periapt of wisdom* +2, spell component pouch, silver holy symbol, insignia of the flame.

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the gaseous form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.

Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 18 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.

Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

Harssaf Soldier CR 13

Male/Female harssaf* fighter 8

*see *Monster Manual* III 82

LE Medium monstrous humanoid (fire)

Init +4; **Senses** blindsense 30 ft.; Listen +15, Spot +15

Aura flaming (0 ft., 1d6 fire damage)

Languages Common, Ignan, Infernal

AC 24, touch 14, flat-footed 20; Dodge, Mobility

(+4 Dex, +5 armor, +3 natural, +2 shield)

hp 154 (14 HD); fast healing 3; **DR** 5/bludgeoning
Immune blindness, fear (*heroes feast*), fire, poison (*heroes feast*),
SR 21
Fort +14, **Ref** +14, **Will** +9
Weakness cold vulnerability

Speed 30 ft. in chain shirt (6 squares), burrow 10 ft.; Spring Attack
Melee mwk guisarme +26/+21/+16 (2d4+13 plus 1d6 fire/x3) or
mwk kukri +23/+18/+13 (1d4+7 plus 1d6 fire/18-20)
Ranged mwk crossbow +20 (1d8/19-20)
Reach 5 ft. (10 ft. with guisarme)
Base Atk +14; **Grp** +19; Close Quarter Fighting
Atk Options Improved Trip (+11), Power Attack, Prone Fighting
Special Actions sand form, Sand pulse (DC 17),
Combat Gear 2 *potions of barkskin* +2, *potion of cure moderate wounds*, 2 *potions of shield of faith* +2, 2 tanglefoot bags, 2 flasks of acid

Abilities Str 24, Dex 18, Con 20, Int 13, Wis 10, Cha 10
Feats Alertness, Close Quarter Fighting, Combat Expertise, Improved Buckler Defense, Dodge, Improved Trip, Lightning Reflexes, Mobility, Power Attack, Prone Fighting, Short Haft, Spring Attack
Skills: Hide +7, Jump +13, Listen +15, Move Silently +7, Spot +15
Possessions combat gear plus masterwork guisarme, masterwork kukri, 2 kukris, masterwork light crossbow, *+1 chain shirt, +1 buckler, cloak of resistance* +1, *gauntlets of ogre power,* insignia of the flame

Flaming Aura (Su) At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a miragelike shimmering around the harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.
Sand Form (Su) At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the gaseous form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gasps or crevices less then one-quarter inch wide.
Sand Pulse (Su) Once per day as a standard action, a harssaf can generate a sand pulse in a 30-foot-radius spread centered on itself. All creatures within the area must make a DC 17 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success negates the blindness and halves the damage.
Creatures that don't rely on eyes are unaffected by the blindness but can still take damage from the sand pulse. Harssaf are immune to the sand pulses of other harssafs.

PART 2: SILICIS, THE GULGAR BUTLER

SILICIS CR 18

Male gulgar* monk 14
**see Monster Manual* III 78
LN Large monstrous humanoid (earth)
Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Listen +22, Spot +9
Languages Ignan, Terran

AC 35, touch 21, flat-footed 33; Deflect Arrows, Dodge, Elusive Target, Mobility,
(-1 size, +2 deflection, +6 armor [*greater mage armor*], +3 class, +2 Dex, +8 natural, +5 Wis)
hp 231 (24 HD); **DR** 10/adamantine
Immune disease, fear (*heroes feast*), poison, sonic
Resist improved evasion; **SR** 24;
Fort +19, **Ref** +20, **Will** +24 (+25 against enchantment spells and effects)

Speed 70 ft. (14 squares); Sandskimmer
Melee adamantine fist +28/+28/+28/+23/+18/+13 (4d8+8/19-20)* flurry and
adamantine gore +22 (2d6+4)
* counts as
Ranged Large mwk mighty composite longbow +22/+17/+12/+7 (2d6+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +20; **Grp** +31
Atk Options Improved Trip (+16), Knockback, Power Attack, Powerful Charge (+2d6), Stunning Fist 17/day (DC 29), crystalline bone (magical and lawful)
Special Actions Abundant step (*dimension door* CL 6) 1/day, sonic pulse (DC 20), wholeness of body (28 hp)

Abilities Str 26, Dex 14, Con 20, Int 10, Wis 18, Cha 10
SQ Slow fall 70 ft., stability, subsonic speech
Feats Ability Focus (stunning fist), Deflect Arrows, Dodge, Elusive Target, Improved Critical, Improved Natural Attack (unarmed strike), Improved Trip, Improved Unarmed Strike, Knockback, Mobility, Power Attack, Powerfull Charge, Sand Skimmer, Stunning Fist
Skills: Balance +13, Intimidate +9, Jump +34, Listen +18, Sense Motive +7, Spot +9, Tumble +29
Possessions combat gear plus Large masterwork mighty composite longbow, 20 arrows, key-ring, keys, *monk's belt, periapt of wisdom* +2, *ring of protection* +2, *gloves of dexterity* +4, *vest of resistance* +2, insignia of the flame

Crystalline Bone (Ex) Attacks made by Silicis with natural attacks are treated as adamantine for the purposes of overcoming damage reduction
Sonic Pulse (Ex) As a standard action, Silicis can emit a 30-foot cone of sound that deals 3d6 points of sonic damage and may deafen foes. Any creature in the area must make a DC 20 fort save or be deafened for 1 hour. Deafened creatures cannot be further deafened, but they still take damage
Stability (Ex) Silicis gets a +4 bonus on ability checks to avoid being bull rushed or tripped when standing on the ground.
Subsonic Speech (Ex) A creature must have the tremorsense ability, or blindsight or blind sense based on keen sense of hearing or sensitivity to vibrations, to hear Silicis' subsonic speech. Creatures without the ability to hear the subsonic speech can still read his lips using the spot skill. The DC starts at 20 and the creature reading lips must speak terran.

PART 3: ROOM 15 – HALL OF STONE

EARTH ELEMENTAL BASHER (RAGING) CR 15

Advanced elder earth elemental fighter 2/barbarian 1
N Huge elemental (earth)
Init +4; **Senses** darkvision 60 ft.; Listen +32 Spot +32; Blind-Fight
Languages Terran

AC 30, touch 6, flat-footed 30; Combat Expertise (-2 size, +8 armor, +16 natural, -2 rage)
hp 426 (31 HD); **DR** 10/–
Immune critical hits, paralysis, poison, sleep, stun
Fort +30, **Ref** +10, **Will** +14
Weakness earth mastery

Speed 20 ft. in full plate (4 squares); earth glide
Melee Huge mwk greatsword +40/+35/+30/+25 (4d6+23)
Space 15 ft.; **Reach** 15 ft.
Base Atk +24; **Grp** +48
Atk Options Cleave, Combat Expertise, Improved Bull Rush, Improved Trip, Power Attack, push
Special Actions earth mastery, rage 1/day (12 rounds)

Abilities Str 42, Dex 10, Con 28, Int 12, Wis 13, Cha 8
SQ elemental traits
Feats Blind-Fight, Cleave, Combat Expertise, Improved Bull Rush, Improved Natural Armor, Improved Toughness, Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword)
Skills: Listen +32, Spot +32, Knowledge (the planes) +16
Possessions full plate, Huge masterwork greatsword

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack & damage rolls when both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 on attack and damage rolls
Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth mastery, above, also apply to the elemental's opposed Strength checks.

When not raging, the earth elemental basher has the following changed statistics:
AC 32, touch 8, flat-footed 32
hp 364 (31 HD)
Fort +28, **Will** +12
Melee Huge mwk greatsword +38/+33/+28 (4d6+22/17-20)
Grp +46
Abilities Str 38, Con 24

Elemental Singer CR 13

Elder earth elemental bard 2/warchanter* 3
*see *Complete Warrior* 87
N Huge elemental (earth)
Init +4; **Senses** darkvision 60 ft.; Listen +28, Spot +28; Blind-Fight
Languages Abyssal, Common, Elven, Ignan, Infernal, Terran

AC 27, touch 8, flat-footed 27; Close-Quarter Fighting (-2 size, +0 Dex, +4 armor, +15 natural)
hp 364 (29 HD); **DR** 10/–
Immune critical hits, paralysis, poison, sleep, stun
Fort +24, **Ref** +14, **Will** +13
Weakness earth mastery

Speed 30 ft. (6 squares); earth glide
Melee 2 slams +32 (2d10+12)
Space 15 ft.; **Reach** 15 ft.
Base Atk +22; **Grp** +41
Atk Options Power Attack, earth mastery, push
Special Actions bardic or warchanter music 5/day (inspire courage +1, inspire toughness, inspire recklessness)
Bard Spells Known (CL 2nd):
1st (1/day)—*inspirational boost, swift invisibility*
0 (3/day)—*detect magic, mage hand, mending, read magic*

Abilities Str 32, Dex 10, Con 24, Int 15, Wis 8, Cha 16
SQ elemental traits
Feats Alertness, Blind-Fight, Close-Quarter Fighting, Combat Expertise, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam),
Skills: Concentration +16, Knowledge (the planes) +15, Listen +28, Perform (singing) +18, Speak Modern Languages –, Spellcraft +18, Spot +28
Possessions chain shirt, *cloak of charisma* +2

Earth Glide (Ex) An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.
Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack & damage rolls when both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 on attack and damage rolls
Inspire Recklessnes (Su) As a standard action, the warchanter can grant a single ally the ability to decrease his AC by a number less then his BAB, and gain an equal morale bonus to all his attack rolls for that turn. On the effected character's action, before making any attack rolls, the character must decide on the desired penalty to AC (which may be 0). The ability remains as long as the warchanter sings, and 5 rounds thereafter.
Inspire Toughness (Su) As a standard action, the warchanter can grant all allies(including the warchanter) +6 temporary hitpoints for as long as the warchanter continues singing, and 5 rounds thereafter.
Push (Ex) An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth mastery, above, also apply to the elemental's opposed Strength checks.

PART 3: ROOM 17 – THE TORTURER AND ITS PRISONER

Chazum the Torturer CR 17

Male half- earth elemental advanced chasm* rogue 2
**see Fiendish Codex I: Hordes of the Abyss* 34
CE Large outsider (chaotic, earth, evil, extraplanar, tanar'ri)
Init +4; **Senses** darkvision 60 ft., *see invisibility*; Listen +21, Spot +21
Aura fear (5-ft. radius, Will DC 22)
Languages Abyssal, Celestial, Common, telepathy 100 ft.

AC 30, touch 14, flat-footed 26; Dodge, Mobility (-1 size, +4 Dex, +17 natural); +2 Deflection against good aligned opponents, non-evil summoned creatures cannot touch him
hp 197 (19 HD); **DR** 10/cold iron or good or 10/adamantine (*stoneskin*—150 hp)
Immune acid, disease, electricity, poison, mental domination
Resist cold 10, evasion, fire 10; **SR** 21;
Fort +17, **Ref** +17, **Will** +11; +2 against good-aligned casters

Speed 30 ft. (6 squares), burrow 20 ft., climb 30 ft., fly 50 ft. (perfect); Flyby Attack, Spring Attack
Melee 2 claws +26 (1d6+9 plus wounding) and
bite +24 (1d8+4 plus wounding) and
gore +24 (1d8+4 plus wounding)
Space 10 ft.
Base Atk +18; **Grp** +31
Atk Options Power Attack, sneak attack +1d6, wounding

Special Actions drone, *summon tanar'ri*
Spell-Like Abilities (CL 17th; +21 ranged touch):
At will–*contagion* (DC varies), *darkness, desecrate, detect good, dispel magic, fly, greater teleport* (self plus 50 pounds of objects only), *insect plague, ray of enfeeblement, protection from good, see invisibility, telekinesis* (DC 19)
3/day–quickened *ray of enfeeblement*
1/day–*earthquake* (DC 22), *elemental swarm, iron body, magic stone, plane shift* (DC 18), *soften earth and stone, spike stones* (DC 18) †, *stone shape, stoneskin* †, *wall of stone, unholy aura* (DC 22)
† Already cast

Abilities Str 28, Dex 19, Con 25, Int 14, Wis 12, Cha 18
SQ tanar'ri traits
Feats Dodge, Flyby Attack, Mobility, Multiattack, Power Attack, Spring Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)
Skills: Bluff +22, Climb +35, Concentration +27, Diplomacy +18, Hide +20, Intimidate +24, Listen +21, Move Silently +24, Search +20, Sense Motive +19, Spot +21, Tumble +19

Drone (Su) As a full-round action, Chazum can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 22 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect.
Fear Aura (Su) As a swift action, Chazum can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to a *fear* spell (CL 12th; Will DC 22 negates). If this save is successful that creature cannot be affected again by that chasme's fear aura for 24 hours.
Summon Tanar'ri (Sp) Once per day, Chazum can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 11th).
Wounding (Ex) A wound resulting from Chazum attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

Jovoc Cronies (raging) (2) CR 11

Male half- earth elemental advanced jovoc* barbarian 1
*see *Monster Manual* II 58
CE Medium outsider (chaotic, earth, evil, tanar'ri)
Init +2; **Senses** darkvision 60 ft.; Listen +16, Spot +16
Aura retribution (30-ft. radius, Fort 27)
Languages Abyssal, Common, Terran

AC 16, touch 10, flat-footed 14; +2 deflection against good aligned opponents, non-evil summoned creatures cannot touch him
(+2 Dex, +6 natural, -2 rage);
hp 209 (13 HD); fast healing 5; DR 5/cold iron or good and DR 10/adamantine (*stoneskin*—130 hp)
Immune acid, disease, electricity, poison, mental domination
Resist cold 10, fire 10; **SR** 13
Fort +18, **Ref** +10, **Will** +11; +2 good aligned casters

Speed 40 ft. (6 squares), burrow 20 ft., fly 60 ft. (perfect)
Melee 2 claws +23 (1d4+10) and
Bite +21 (1d6+5)
Base Atk +13; **Grp** +23
Atk Options rage 1/day (13 duration)
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 13th):
1/day–*magic stone, soften earth and stone, spike stones* (DC 12), *stone shape, stoneskin* †, *wall of stone.*
† Already cast

Abilities Str 30, Dex 15, Con 30, Int 7, Wis 12, Cha 5
SQ tanar'ri traits
Feats Ability Focus (aura of retribution), Improved Toughness, Multiattack, Toughness, Toughness
Skills: Hide +17, Intimidate -1, Listen +16, Move Silently +17, Search +13, Sense Motive +16, Spot +16.

Aura of Retribution (Su) This effect is always active in a 30-foot spread centered on the jovoc. Whenever the creature takes damage from any source, every nontanar'ri within the area immediately takes an equal amount of damage. A successful DC 27 Fortitude saving throw halves the damage. Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.
***Summon tanar'ri* (Sp)** Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

When not raging, the Jovoc Cronies has the following changed statistics:
AC 18, touch 12, flat-footed 16
hp 185 (13 HD)
Fort +16, **Will** +9
Melee 2 claws +21 (1d4+10) and
Bite +19 (1d6+5)
Grp +21
Abilities Str 26, Con 26

PART 3: ROOM 20 – ASSASSIN'S HEART

Mamoon CR 17

Male advanced dao* assassin 10
**see Manual of the Planes* 172
NE Large outsider (earth, fire)
Init +9; **Senses** darkvision 60 ft., low-light vision; Listen +29, Spot +29.
Languages Abyssal, Aquan, Common, Ignan, Infernal, Terran, telepathy 100 ft.

AC 27, touch 14, flat-footed 27; Dodge, Elusive Target, Mobility, improved uncanny dodge, uncanny dodge.
(-1 size, +5 Dex, +5 armor, +8 natural);
Miss chance *superior invisibility*
hp 262 (26 HD); **DR** 10/adamantine (*stoneskin*—150 hp)
Immune fire
Resist –; *misdirection* (LE), *nondetection* (DC 23)
Fort +20 (+25 against poison), **Ref** +25, **Will** +17; *greater heroism* (included)
Weakness cold vulnerability, earth mastery

Speed 20 ft. (4 squares); earth glide
Melee *Large +4 glaive* +39/+33/+28/+23 (2d8+17) or
Melee Large mwk dagger +34/+29/+24/+19 (1d6+8 plus poison /19-20) or
Melee slam +33/+28/+23/+18 (1d8+11)
Ranged Large mwk dagger +28/+23/+18/+13 (1d6+8 plus poison /19-20)
Space 10 ft.; **Reach** 10 ft. (20 ft. with glaive)
Base Atk +23; **Grp** +34
Atk Options Death Blow, Power Attack, Death attack (DC 26), earth mastery, poison (1d6/2d6 con DC 20), push, sneak attack +5d6
Special Actions change shape, hide in plain sight, *plane shift*
Assassin Spells Known (CL 10th):

4th (4/day)—*cursed blade, deathsight, shadow form, snipers eye*

3rd (4/day)—*deeper darkness, false life* (17 hp)†, *nondetection*†, *vital strike*

2nd (4/day)—*cat's grace*†, *iron silence, spider climb, swift invisibility*

1st (4/day)—*critical strike, feather fall, lightfoot, obscuring mist*

† Already cast

Spell-Like Abilities (CL 19th):

At will–*detect good, detect magic, gaseous form, invisibility, misdirection*†, *passwall, persistent image, wall of stone*

3/day–*move earth, transmute rock to mud*

Abilities Str 24, Dex 20, Con 18, Int 18, Wis 12, Cha 14

SQ trapfinding

Feats Ability Focus (death attack), Death Blow, Dodge, Elusive Target, Improved Initiative, Improved Toughness, Mobility, Power Attack

Skills: Balance +15, Bluff +31, Diplomacy +30 , Disguise +35 , Forgery +13, Gather Information +11, Hide +39, Jump +16, Knowledge(the planes) +16, Listen +33, Move Silently +38, Sense Motive +24, Spot +33, Tumble +32

Possessions *large shadow +1 mithril chain shirt, headband of intellect +2*, 2 masterwork large daggers with deathblade poison, *+1 large glaive* (*greater magic weapon* +5), wives binding items.

Change Shape (Su) Mamoon can assume the form of any Small, Medium, or Large humanoid or giant.

Earth Glide (Ex) Mamoon can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

Earth Mastery (Ex) Mamoon gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If the opponent is airborne or waterborne, Mamoon suffers a –4 penalty on attack and damage rolls.

Plane Shift (Sp) Mamoon can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports him and up to eight other creatures, provided they al link hands with Mamoon. It is otherwise similar to the spell of the same name (caster level 13th).

Push (Ex) Mamoon can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to his opposed Strength checks.

STURR CR 17

Male witchknife* sorcerer 12/fatespinner 5

**see Monster Manual* III 194

NE Medium monstrous humanoid

Init +9; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Listen +8, Spot +19;

Languages Abyssal, Common, Dwarven, Elven, Ignan, Terran, Undercommon

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AC 22, touch 15, flat-footed 17; *superior invisibility* (+5 Dex, +6 armor [*greater mage armor*], +1 natural);

hp 212 (26 HD); DR 10/adamantine (*stoneskin*—150 hp), deny fate

Resist cold and fire 30 (*resist energy*), fire 5, *misdirection* (LE)

Fort +21, **Ref** +24, **Will** +28

Weakness sonic vulnerability

Speed 30 ft. (6 squares)

Melee dagger +20/+15/+10/+5 (1d4-1/19-20)

Base Atk +17; **Grp** +16

Atk Options Arcane Mastery, Rapid Metamagic, Silent Spell, seal fate, sneak attack +2d6, spin fate (5pts)

Special Actions fickle fingers of fate, resist fate

Sorcerer Spells Known (CL 20th):

8th (2/day)—*superior invisibility*

7th (6/day)—*mass hold person* (DC 29), *power word blind*

6th (8/day)—*greater dispel magic, greater heroism*††, *repulsion* (DC 25)

5th (8/day)—*dismissal* (DC 45-HD), *dominate person* (DC 27), *feeblemind* (DC 27), *mind fog* (DC 27)

4th (8/day)—*confusion* (DC 24), *dimension door, illusory wall* (DC 24)††, *stoneskin*††

3rd (8/day)—*anticipate teleportation*††††, *greater magic weapon*†, *hold person, greater mage armor*††

2nd (8/day)—*false life* (17 hp)†, *glitterdust* (DC 22), *misdirection*†, *resist energy*††, *scorching ray* (+22 ranged touch), *see invisibility*†

1st (9/day)—*charm person* (DC 23), *distract assailant* (DC 23), *grease* (DC 21), *magic missile, ray of enfeeblement* (+22 ranged touch)

0 (6/day)—*arcane mark, detect magic, detect poison, light, mage hand, mending, open/close, prestidigitation, read magic*

† Already cast

Spell-Like Abilities (CL 19th):

At will–*command* (DC 21), *message, silence* (self only, dismiss as a free action)

1/day–*greater command* (DC 27)

† Already cast

Abilities Str 8, Dex 20, Con 16, Int 14, Wis 14, Cha 30

Feats Ability Focus (*greater command*), Alertness, Arcane Mastery, Greater Spell Focus (enchantment), Improved Initiative, Improved Toughness, Practiced Spellcaster, Silent Spell, Rapid Metamagic, Spell Focus (enchantment)

Skills: Bluff +26, Concentration +32 , Hide +31, Knowledge (arcana) +20, Listen +8, Profession (gambler) +11, Sense Motive +16, Speak Language –, Spellcraft +31, Spot +19

Possessions dagger, *amulet of health +4, cloak of charisma +6, goggles of night, vest of resistance +4*, platinum hourglass, spell component pouch, 500 gp diamond dust, *ring of chameleon power*

Spin Fate (Su) As a free action, Sturr can use stored spin to boost the save DC of a spell he casts, adding some or all of his 5 points of spin to the DC, or a point-for-point basis

Deny Fate (Su) Once per day, Sturr automatically succeeds at his first stabilization check.

Resist Fate (Su) Once per day, Sturr can reroll one roll he just made.

Fickle Fingers of Fate (Su) Once per day as an immediate action, Sturr can force any other creature to reroll a roll that it has just made. Sturr must have line of sight to the creature to be affected. That creature must take the reroll, even if it's worse than the original roll.

Seal Fate (Su) Once per day as a free action, the fatespinner give a target he can see a +10 or -10 on his or her next saving throw, which must occur within one round.

Familiar Sturr's rat familiar is not given here, but remains hidden in Sturr's clothes, giving him alertness and +2 fort save (included)

APPENDIX 2: NEW RULES ITEMS

FEATS

Arcane Mastery [General]
Complete Arcane 73

You are quick and certain in your efforts to defeat the arcane defenses and spells of others.

Prerequisites: Ability to cast arcane spells or use spell-like abilities(including invocations).

Benefit: You can take 10 on caster level checks (as if the caster level check was a skill check).

Close-Quarters Fighting [General]
Complete Warrior 97

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Death Blow [General]
Complete Adventurer 106

You waste no time in dealing with downed foes.

Prerequisites: Improved Initiative, base attack bonus +2

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action. Doing this still provokes attacks of opportunity as normal.

Normal: Performing a coup de grace is a full-round action.

Elusive Target [Tactical]
Complete Warrior 110

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of these tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

Diverting Defense: To use this maneuver, you must designate one of the flanking attackers affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally. And its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

Improved Buckler Defense [Fighter]
Complete Warrior 100

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency

Benefit: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Improved Toughness [General]
Complete Warrior 101

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Knockback [General]
Races of Stone 142

By putting your bulk behind a blow, you can push your enemy backward.

Prerequisites: Improved Bull Rush, Power Attack, Size Large or larger.

Benefit: If you score a hit while you are using the Power Attack feat, you can make a free bull rush attempt against the foe you hit, applying the number by which you reduced your attack roll as a bonus on the opposed strength check (as well on the damage you deal). If you hit with a two-handed weapon, you can apply double that number on the opposed Strength check. Unlike a standard bull rush attempt, knockback attempts don't provoke attacks of opportunity, and you don't move with the enemy you knock backward. Bull rush rules can be found on page 154 of the *Player's Handbook*

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Powerful Charge [General]
Miniatures Handbook 27

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefit: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Practiced Spellcaster [General]
Complete Divine 82

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) much choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Prone Attack [General, Fighter]
Complete Warrior 103

You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If you rattack roll is successful, you may regain your feet immediately as a free action. Opponents get no bonus on melee attacks against you while you are prone.

Rapid Metamagic [General]
Complete Mage 46

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

Prerequisites: Spellcraft 12 ranks, ability to spontaneously cast spells

Benefit: When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

Normal: Spontaneous casters applying metamagic must either take a full-round action (if the spell normally requires a standard action or less) or add a full-round action to the casting time (if the spell takes 1 full round or longer to cast).

Sandskimmer [General]
Sandstorm 52

You are particularly adept at moving over sand.

Benefit: You treat shallow sand as normal terrain and deep sand as shallow sand. Sand crust does not break beneath your feet, allowing you to move atop it as if it were normal terrain.

Special: This feat can be taken twice, allowing a creature to treat all sands as normal terrain. Its effects also stack with other abilities that improve movement over sand. For example, if a bhuka takes Sandskimmer,

she treats all sand terrain as normal terrain and never breaks through sand crust by moving across it.

Short Haft [Fighter]
Player's Handbook II 82

You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them whole they shield you, and sometimes shielding them while they attack from behind.

Prerequisites: Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack bonus +3.

Benefit: As a swift action, you can choose to lose the benefit of wielding any reach weapon other than a spiked chain or a whip. In return, you can use that weapon to threaten and attack spaces adjacent to you. With another swift action you can give up this feat's benefit in order to regain the reach of your weapon's superior reach.

MAGIC ITEMS

Cloak of Elemental Protection
Miniatures Handbook 43
This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity or fire). The wearer can activate the cloak when it is not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing the attack's energy type.

The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration, CR 3rd; Craft Wondrous Item, *resist energy*; Price 1,000 gp

MUNDANE EQUIPMENT

Desert Outfit
Sandstorm 101
This outfit consists of loose, billowy clothing to keep the wearer cool and protected from the sun while in hot, dry desert terrain. It includes a caftan, turban, scarf, loose pantaloons, and sandals or high cloth boots. This outfit counts as light clothing and offers limited protection against some waste hazards (See chapter 1 of Sandstorm). The protection it offers against heat is negated if the wearer also dons armor.

Filter Mask
Sandstorm 100
A filter mask is a fine cloth mesh, usually silk or cotton, that covers your moth and nose. Cords or straps fasten the cloth around the back of your head to provide a good seal. A filter mask grants a +2 bonus on saves against gas-based effects. It negates the effects of suffocation from dust and sand, as well as the effects of supernatural or magic dust (such as slumber sand) for up to 4 hours. After this time, the mesh is clogged with grit and can no longer allow air to pass through freely. A clogged filter mask requires thorough laundering before it can be reused, but most travelers simply replace it with a fresh fabric.

Fireproof parchment
Planar Handbook 71
Not strictly parchment, this writing material is made of hide from animals found on the Elemental Plane of Fire, and it retains the creatures' immunity to fire. Thus, fireproof parchment does not catch fire when exposed to a fire-dominant plane or environment.

Fireproof clothing
Planar Handbook 71
As with fireproof parchment, this clothing is made from the hides of animals that have natural immunity to fire, making the clothing safe to wear in fire-dominant environments. Any style of clothing can be made from the material; the cost simply increases by 50 gp.

Fireproof Spellbook
Planar Handbook 71
With pages made of fireproof parchment (see above), covered in leather made from fire-resistant animals, and bound with steel, a fireproof spellbook does not catch fire when exposed to a fire-dominant plane or environment

Heatsuit outfit
Sandstorm 101
This suit is designed to protect against heat. It consists of heavy pants and coat, a specially treated leather apron, thick mittens, a thick hood, and goggles. A heatsuit outfit prevents 3 points of lethal or nonlethal damage per round from hot environments. Although the outfit is heavy clothing, its heat-resistant materials negate the usual -5 penalty on Fortitude saves against damage dealt by hot environments.

Keepcool Salve
Sandstorm 102
This small clay pot contains several ounces of a pearly ointment, enough to cover one Medium creature. Applying the ointment to your skin increases your level of protection against heat by one step (see Sandstorm page 14). The salve also grants a +1 circumstance bonus on Fortitude saves to resist damage from hot environments.

Liquid Embers
Planar Handbook 76
Liquid embers is a sticky adhesive goo not unlike alchemist's fire, except that liquid embers contains ash or soot of an object burned with fire from the Elemental Plane of Fire. A flask of liquid embers can be

thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 3d6 fire damage. Every creature within 5 feet of the point where the flask hits takes 1d6 points of fire damage from the splash. On the round following a direct hit, the target takes an additional 3d6 points of damage. If desired, the target can take a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 17 reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

SPELLS

Anticipate Teleportation

Spell Compendium 13
Abjuration
Level: Sorcerer/Wizard 3
Components: V, S, F
Casting Time: 10 minutes
Range: One willing creature touched
Area: 5ft./level emanation from touched creature.
Duration: 24 hours.
Saving Throw: None
Spell Resistance: No

The subject of the spell is surrounded by an invisible aura that anticipates and delays teleportation of any creature into spell's area. Any teleportation spell or effect (including all spells with teleportation description) can be anticipated, making the spells recipient instantly aware of exact location where teleporting creature will arrive (subject to restrictions below), the creatures size and how many other creatures (and their size) are arriving with it. The spell also delays the arrival of teleporting creature by 1 round, so it arrives on its own initiative count immediately before its next turn, generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready weapons. The teleporting creature(s) do not perceive this delay.

Since teleporting creature does not necessarily arrive at precise location it intends, this spell affects a creature arriving in range, even if its original destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of it's imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect re-entry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while spell is in effect.

Bands of Steel

Spell Compendium 24
Conjuration (Creation)
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller creature
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: No

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled.

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18).
An entangled creature can use a full-round action to creak free (Strength DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlinked.

Critical Strike

Complete mage 100
Divination
Level: Assassin 1
Components: V, S
Casting Time: 1 swift action
Range: personal
Target: You
Duration: One attack

This spell guides your next attack to your foe's vital sports. Your next single attack roll (if it is made before the end of the next round) ignores any miss chance due to concealment. (in the case of a foe that has total concealment, you must still attack the correct square.) This even allows you to deliver a sneak attack against a foe that has concealment.

Cursed Blade

Spell Compendium 57
Necromancy
Level: Assassin 4
Components: V
Casting Time: 1 swift action
Range: Touch
Target: One melee weapon
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

A weapon affected by this spell deals wounds that can't be healed in the usual fashion. Any damage dealt by the weapon (not including damage from special

weapon properties such as flaming, holy wounding, and so on) cannot be cured by any means until the damaged individual has received a *remove curse* spell (or some other effect that neutralizes a curse).

If a creature is slain by a weapon that is under the effect of this spell, it can't be raised from the dead unless a *remove curse* spell (or similar effect) is cast on the body or a *true resurrection* spell is used.

Distract Assailant
Spell Compendium 69
Enchantment (compulsion) [Mind-Affecting]
Level: Assassin 1, sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 swift action
Range: Close (25 ft. + 5ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Deathsight
Complete mage 102
Divination
Level: Assassin 4
Components: S
Casting Time: 1 standard action
Range: personal
Target: You
Duration: One attack

You gain temporary, intuitive insight into the actions and physiology of your foes. Your next attack (if it is made before the end of your next turn) is considered a death attack, without the need for the standard 3 rounds of observation. All other rules for a death attack, such as determining success and damage dealt, apply as normal.

If you don't have the ability to deliver a death attack, this spell has no effect.

Expeditious Retreat, Swift
Spell Compendium 85
Transmutation
Level: Bard 1, sorcerer/wizard 1
Components: V
Casting Time: 1 swift action
Duration: 1 round

This spell functions like *expeditious retreat* (PH 228), except as noted above.

Fly, Swift
Spell Compendium 96
Transmutation
Level: Bard 2, druid 3, sorcerer/wizard 2
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

This spell functions like *fly* (PH 232), except as noted above.

Inspirational Boost
Spell Compendium 124
Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Bard 1
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round or special; see text.

While this spell is in effect, the moral bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Invisibility, Superior
Spell Compendium 125
Illusion (Glamer)
Level: Sorcerer/wizard 8
Components: V, s
Casting Time: 1 standard action
Range: Personal or touch
Target: You or a creature or object weighing no more than 100lb./level
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This powerful glamer functions like *invisibility* (PH 245), except that it masks image, scent, and sound alike, concealing the subject from all senses except touch. As with *greater invisibility*, this spell doesn't end if the subject attacks. While invisible, the subject exudes no scent and is undetectable by scent, blindsense, tremorsense, and blindsight.

Superior invisibility renders the recipient immune to detection by *see invisibility, faerie fire, glitterdust, invisibility purge,* and *dust of appearance,* although creatures under the effect of the spell can be detected by *true seeing.* Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Invisibility, Swift
Spell Compendium 125
Illusion (Glamer)
Level: Assassin 2, bard 1
Components: V

Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

This spell functions like *invisibility* (PH 245), except as noted above.

Iron Silence

Spell Compendium 125
Transmutation
Level: Assassin 2, bard 2, cleric 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One suit of armor touched/3 levels
Duration: 1 hour/level(D)
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

While this spell is in effect, the armor check penalty from the affected suit or suits of armor does not apply on Hide and Move Silently checks. Only wearers proficient in the armor's use get this benefit when wearing the affected armor. The armor check penalty still applies to other skill checks as normal.

Lightfoot

Spell Compendium 132
Transmutation
Level: Assassin 1, ranger 1
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

You provoke no attacks of opportunity when moving.

Mage Armor, Greater

Spell Compendium 136
Conjuration (Creation) [Force]
Level: Sorcerer/wizard 3
Components: V, S

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Orb of Acid, Lesser

Spell Compendium 150
Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 1, warmage 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional ld8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th Level, and the maximum of 5d8 at 9th level or higher.

Orb of Cold, Lesser

Spell Compendium 151
Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of cold
This spell functions like lesser orb *of acid*, except that it deals cold damage.

Orb of Electricity

Spell Compendium 151
Conjuration (Creation) [Electricity]
Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5ft./2 levels)
Effect: One orb of electricity
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: No

An orb of electricity about 3 inches across shoots from your palm at its target, dealing 1d6 points of damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature wearing metal armor struck by the orb takes damage and must make a Fortitude save or be entangled for 1 round.

Shadow Form

Spell Compendium 183
Illusion (Shadow)
Level: Assassin 4, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: personal
Target: You
Duration: 1 minute/level

While this spell is in effect, you gain a number of benefits. The shadows wrapping your form grant you a +4 competence bonus on Escape Artis, Hide, and Move Silently checks. Your shadowy form also provides you with concealment. This shadowy concealment is not negated by a *see invisibility* spell, but a *true seeing* spell counteracts the effect. Standing within the radius of a *daylight* spell or in bright natural sunlight temporarily suppresses the concealment effect.

In addition, if you have 5 ranks in Escape Artist, you can attempt to slip through a solid object or barrier up to 5 feet thick with a DC 20 Escape Artist check, though doing this ends the spell as soon as the attempt is completed (regardless of success). If you have 10 ranks in Escape Artist, you can attempt to pass through an object or barrier up to 10 feet thick. IF you have 15 ranks in Escape Artist, you can attempt to pass through a barrier composed of magical force (or similar magical obstacles).

Material Component: A small piece of black cloth taken from a funeral shroud

Sniper's Eye
Spell Compendium 193
Transmutation
Level: Assassin 4
Components: V, S, F
Casting Time: 1 standard action
Range: personal
Target: You
Duration: 1 round/level (D)

When you cast *sniper's eye*, you gain the following benefits.

- +10 competence bonus on Spot checks
- Darkvision out to 60 feet.
- The ability to make a ranged sneak attack at a range of up to 60 feet, rather than 30 feet.
- The ability to make a death attack with a ranged weapon rather than just with a melee weapon. The target must be within 60 feet.

This spell doesn't grant you the ability to make a sneak attack or death attack if you don't already have that ability.

Sniper's eye attunes you completely to the vantage point you had when you cast the spell. You understand the nuancens of the breeze and every angle and chadow—from that spot. If you move even 5 feet from the place where you cast the spell, you lose the benefits of *sniper's eye* until you return to that spot.

Focus: A magnifying glass lens.

Vital Strike
Complete mage 122
Divination
Level: Assassin 3
Components: S
Casting Time: 1 swift action
Range: personal
Target: You
Duration: One attack

You gain temporary, intuitive insight into the actions and physiology of your foes. Your next attack (if it is made before the end of your next turn) is considered a sneak attack, even if your foe is neither flat-footed nor flanked. This spell does not allow you to sneak attack creatures normally immune to such attacks. Nor does it allow you to make use of other abilities –such as certain feats—that deal ability damage, or otherwise grant you extra benefits, when you make a sneak attack.

Wall of Sand
Sandstorm 127
Conjuration (creation) [Earth]
Level: Cleric 4, druid 4, sorcerer/wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Sand wall whose area is up to one 10ft. square/level (S)
Duration: One min./level (D)
Saving throw: See text
Spell resistance: No

You cause a flat, vertical wall of churning sand to spring up. The wall is 1 inch thick per caster level and covers up to a 10-foot square area per caster level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

No form of physical attack can harm a *wall of sand* directly, but each 10-foot section has 2 hit points per inch of thickness for determining whether an attack passes through it. The wall reduces damage dealt by attacks that pass it. It essentially absorbs damage, so attacks must deal more damage than the wall has hit points to have any effect on a target on the other side of the *wall of sand*. Breaches in the wall close immediately after the attack that made them passes through. The sand blocks line of effect for any fire spell. Creatures on the opposite side of the wall from an attacks' origin have total concealment against that attack.

Moving through a *wall of sand* requires a strength check (DC 10 +1 per inch of thickness). Those who fail must stop in the space from which they attempted to enter the wall. Any creature that attempts to pass through a *wall of sand* must also make a fortitude save or be blinded for 1d4+1 rounds. (Creatures without eyes are not subject to this effect.) A creature passing through the roiling wall does not leave a usable breach for others. All nonmagical flames are extinguished if carried through a *wall of sand*.

The spell *control sand* and *move earth* can breach and hold open a break in a *wall of sand*.

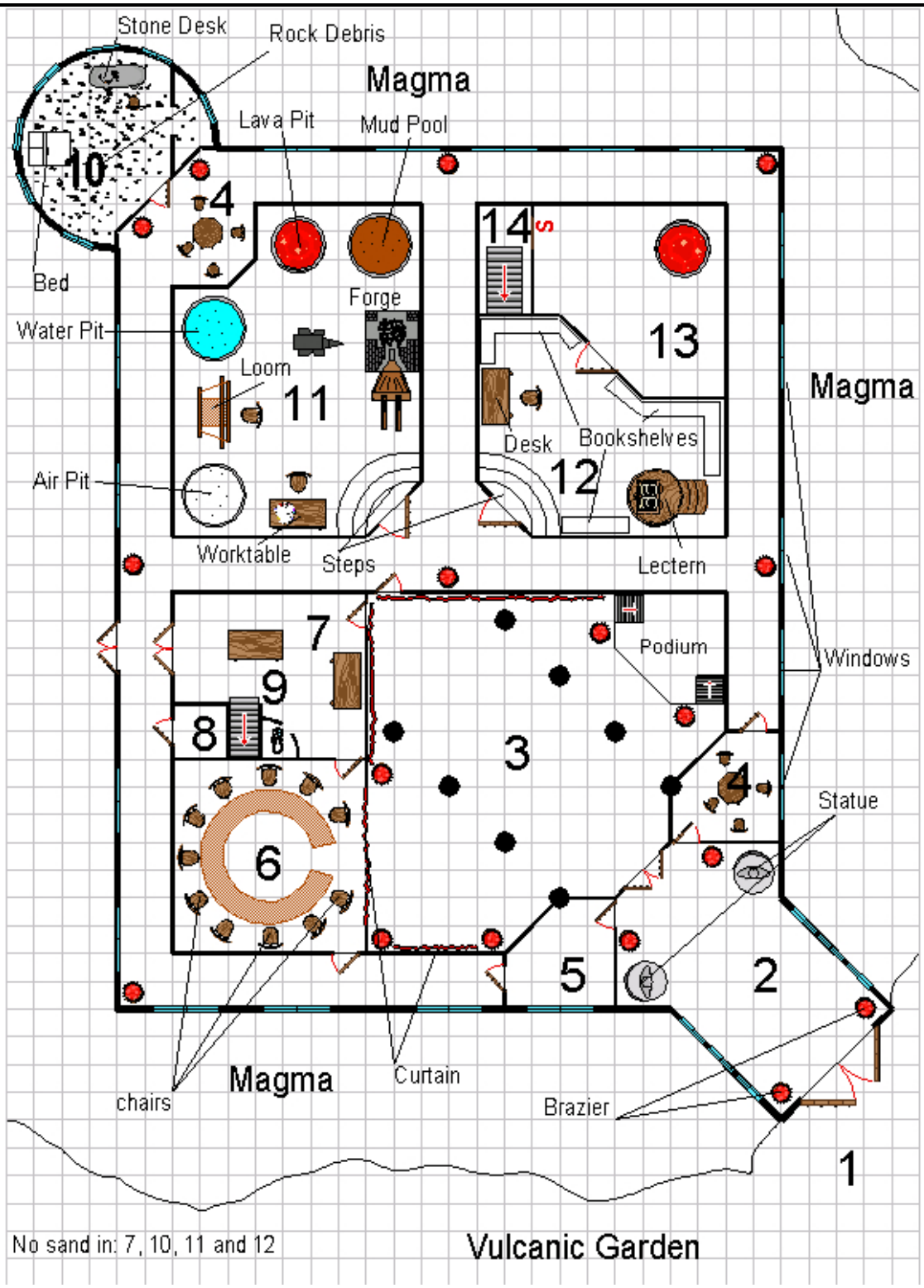
It is possible, but difficult, to trap mobile opponents within a *wall of sand*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

A *wall of sand* is treated like normal sand for the duration of the spell, so it can be affected by any spell or effect that affects sand, such as *transmute sand to stone* or *transmute sand to glass*. The wall still lasts only for its normal duration even if its consistency changes.

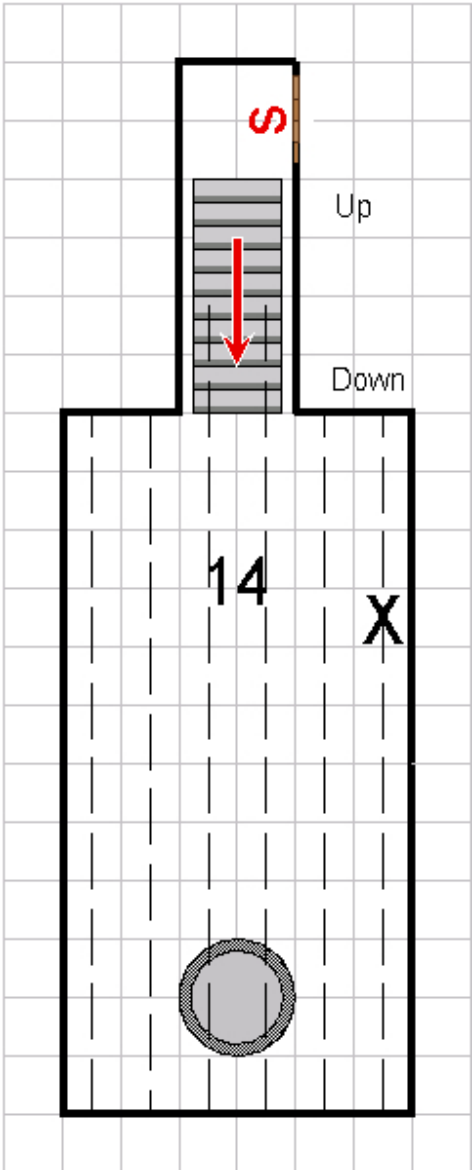
A *wall of sand* can be made permanent with a *permanency* spell.

Arcane Material Component: A handful of sand.

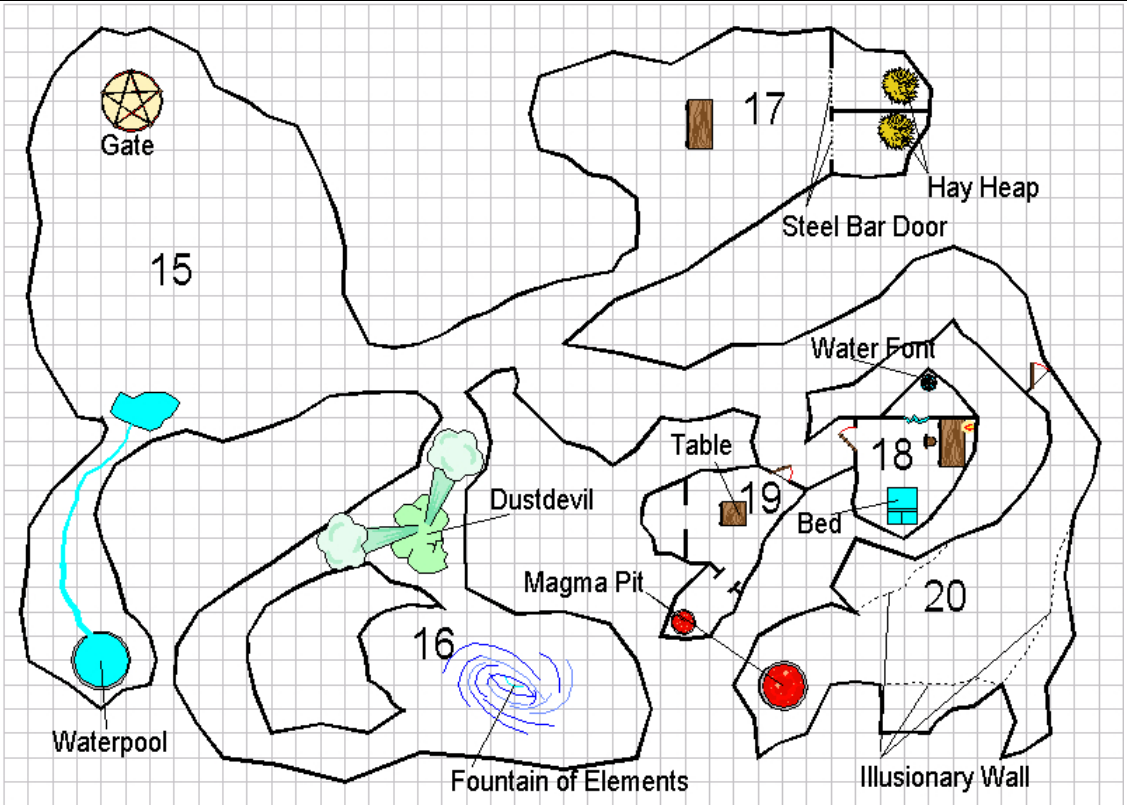
DM'S MAP 1: THE BURNING MANSION



DM'S MAP 2: THE GATE OF FIRE



DM'S MAP 3: INNER SANCTUM



APPENDIX 4: CRITICAL EVENTS SUMMARY

Thank you for judging CORS7-01 *City of Brass* (High Level). Please fill out this form and give it to the head judge Coordinator. E-mail all results to rolspeel@planet.nl.

What APL did you play?	APL 10		APL 12	APL 14	APL 16
Did the PCs made a deal with Mamoon's wives?	Yes	No			
Did the PCs free Karistyne?	Yes	No			
Did she die?	Yes	No			
Did the PCs kill Mamoon?	Yes	No	Captured		
Did the PCs free Mamoon's wives?	Yes	No			
Did the PCs retrieved Karistyne's equipment?	Yes	No			
Did any PC die?	Yes	No			